

TAKE YOUR GAME FURTHER  
BRADYGAMES®



# MONSTER HUNTER

OFFICIAL STRATEGY GUIDE

By Dan Birlew

This game  
has received  
the following  
rating from  
the ESRB:



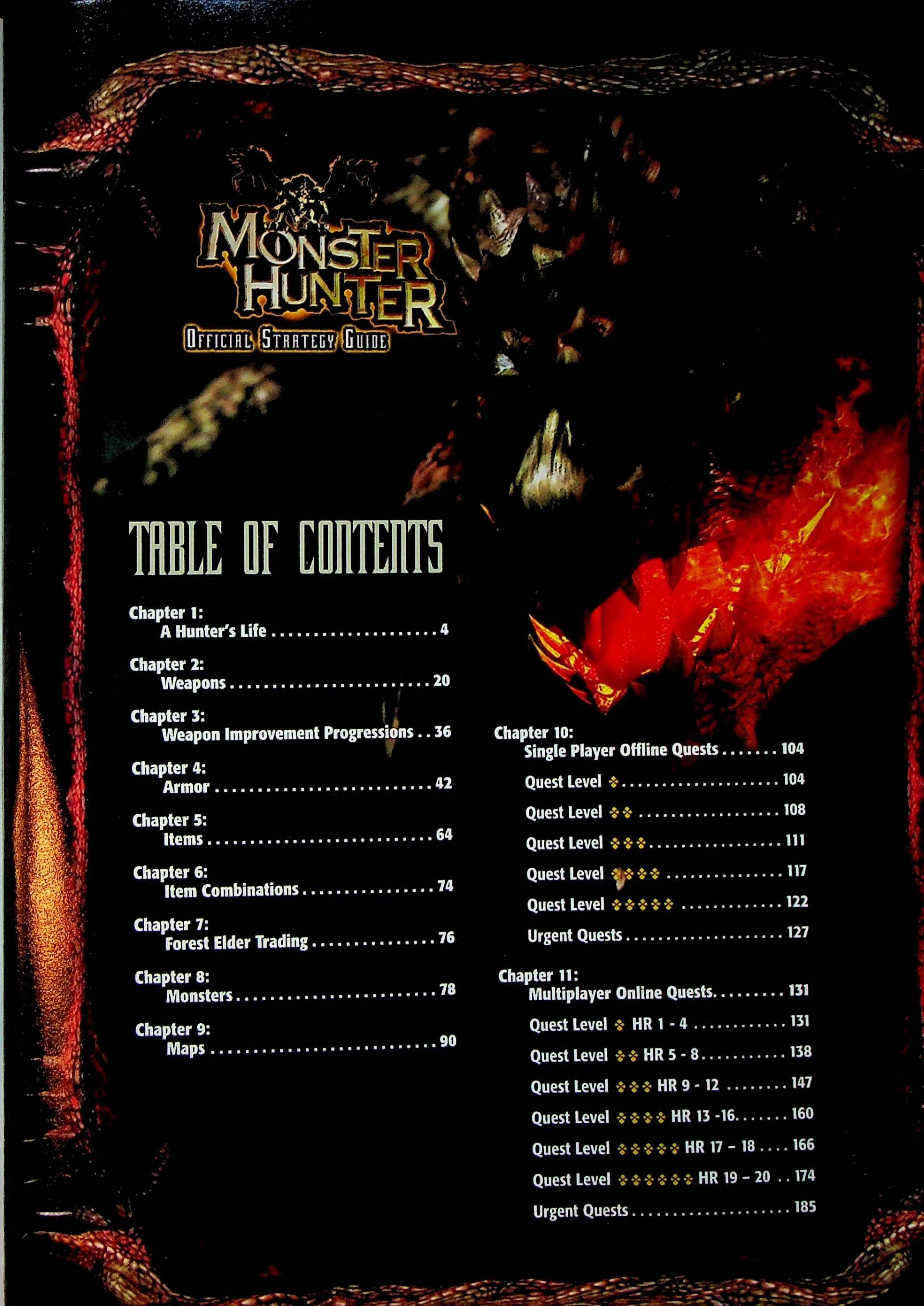
COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

CAPCOM®









# MONSTER HUNTER

## OFFICIAL STRATEGY GUIDE

## TABLE OF CONTENTS

<b>Chapter 1:</b>	
<b>A Hunter's Life .....</b>	<b>4</b>
<b>Chapter 2:</b>	
<b>Weapons .....</b>	<b>20</b>
<b>Chapter 3:</b>	
<b>Weapon Improvement Progressions ..</b>	<b>36</b>
<b>Chapter 4:</b>	
<b>Armor .....</b>	<b>42</b>
<b>Chapter 5:</b>	
<b>Items .....</b>	<b>64</b>
<b>Chapter 6:</b>	
<b>Item Combinations .....</b>	<b>74</b>
<b>Chapter 7:</b>	
<b>Forest Elder Trading .....</b>	<b>76</b>
<b>Chapter 8:</b>	
<b>Monsters .....</b>	<b>78</b>
<b>Chapter 9:</b>	
<b>Maps .....</b>	<b>90</b>

<b>Chapter 10:</b>	
<b>Single Player Offline Quests .....</b>	<b>104</b>
Quest Level ♦ .....	104
Quest Level ♦♦ .....	108
Quest Level ♦♦♦ .....	111
Quest Level ♦♦♦♦ .....	117
Quest Level ♦♦♦♦♦ .....	122
Urgent Quests .....	127
<b>Chapter 11:</b>	
<b>Multiplayer Online Quests .....</b>	<b>131</b>
Quest Level ♦ HR 1 - 4 .....	131
Quest Level ♦♦ HR 5 - 8 .....	138
Quest Level ♦♦♦ HR 9 - 12 .....	147
Quest Level ♦♦♦♦ HR 13 -16 .....	160
Quest Level ♦♦♦♦♦ HR 17 - 18 ....	166
Quest Level ♦♦♦♦♦♦ HR 19 - 20 ..	174
Urgent Quests .....	185











# A HUNTER'S LIFE

Between quests and during quests, there are numerous tasks a hunter must repeat to stay alive, thrive and excel in the world of *Monster Hunter*. During each quest where time is bountiful, a hunter needs to mine for valuable ores, fish for useful marine life, collect bugs of rare value and search for combinable items. Between quests, while hanging around the town or village, hunters must check in with local craftsmen to see what new weapons and armors can be forged and what materials are required for processing. Upgrades require money, and so old items and equipment must be sold to generate funds. Hunters find themselves repeating these actions often enough to consider them a mainstay of existence in the game. For this reason, information concerning these side actions is covered in this chapter. This is what it is like, a hunter's life.



## CHARACTER CREATION

When creating a new character you must choose the sex, skin color and appearance, hair color and name of the character. The character's appearance may be important or completely secondary, depending on personal taste. Keep in mind that if you wish to equip the most powerful helmets or caps in the game, the character's hair color will not matter because the best headgear covers the head

completely. However, if distinctiveness is important, other head armor pieces barely cover the character's head at all. Consider how the character will eventually be equipped before spending too much or too little time on appearance creation.



## THE EIGHT BASIC CHARACTER TYPES



## THE VILLAGE CHIEF

After coming to life in Kokoto Village in the offline game, the first thing to do is exit the hunter's house and speak with the Village Chief, standing near the small hut beside the north exit from Kokoto. After a

brief introduction, he hands over **1500z!** This is just enough to buy a complete set of the cheapest armor (Leather), or to purchase a different weapon other than the hunter's default Hunter's Knife.



After gearing up a bit, the new hunter is ready to set off on the first quest. It is highly recommended that new players start with the tutorial quests offered in the Quest Level category. However, if online curiosity is too strong, save the game by sleeping in the hunter's house, and exit to the title screen. Logon to the online community and make friends fast, because the online quests are too fierce for a lone novice!



# CONTRACTING QUESTS

After creating a new character and speaking with the Village Chief, visit any shop clerk and view their stock of goods. One thing becomes abundantly clear: a hunter must pay the bills. The only way a hunter can be successful is to upgrade armor and weapons. And, the only way to generate money for weapon and armor upgrades is by initiating and completing quests.

## REGISTERING

To engage in any quest, a hunter must meet the appropriate people. In the offline village, speak to the Village Chief to receive some starting funds. In the online town, enter the Tavern north of the square and speak to the Guild Master to register. Once a hunter meets with these key personalities, quests become available.



## VIEWING THE QUEST LIST

In the offline game, speak to the Village Chief to view available quests. In the online world, speak to the Guild assistant standing behind the counter to the right of the Guild Master to view the list of available quests. Choose the appropriate quest level from the list displayed. In each level, only five quests are displayed at a time. To view more quests, attempt or complete the ones offered and the elder will make new quests available upon your return. While progressing through the game, if the desired quest is not being offered, "cycle" the quest list by initiating and then abandoning a quest. However, try not to abandon any quests that require a contract fee.



Starting hunters may view and sign up for Quest Level 1 quests. In the offline mode, completion of all Quest Level 1 quests unlocks the Quest Level 2 quests, and so forth, until all quest levels are unlocked.

In the online mode, all Quest Level 1 quests must be cleared **and** the hunter must accumulate enough HR points to reach HR 5. Both requirements must be met before the hunter can contract Quest Level 2 quests. The same is true for unlocking Quest Level 3 quests, Quest Level 4 quests, and so on. If higher level hunters are present in the same town, they can initiate higher level quests and lower level hunters can join with them. However, some quests contain level stipulations that prevent lower level hunters from joining higher level quests.

## QUEST TYPES

Quests fall into three categories.

### GATHERING QUESTS

Gathering Quests require that hunters search areas for certain items, collect them, and then return to the hunter's campsite and deposit the specified items in the red Delivery Box. When all items are delivered, the quest ends and the hunters return to town after 20 seconds elapses. All hunters are invulnerable to damage during the last 20 seconds before returning to town, so use this time wisely to hunt down and slay some pesky critters without fear of retaliation.

### HUNTING QUESTS

Hunting Quests require that hunters seek out and slay specified quantities of certain monsters, such as 10 Velociprey. When all required monsters are slain, the quest ends immediately. All hunters will return to town after one minute elapses. All hunters are invulnerable to damage during this last minute, so use the time to finish off a wounded wyvern or other dangerous monsters.

### CAPTURE QUESTS

Capture Quests are tricky missions that involve wounding a specific monster to the point of delirium, and then trapping the monster in a Pitfall Trap and tranquilizing them with a Tranq Bomb or Tranq S ammo. Capture Quests are usually not available until the hunter unlocks the higher levels of the game.

## CONTRACT FEES

When initiating most quests, the hunter must pay a contract fee to the Guild or the Village Chief. The contract is like a deposit to be held in earnest to encourage hunters to complete quests. If the hunter cancels the contract before embarking on the quest, the money is returned. However, if the hunter attempts to complete the quest and fails or abandons the quest, the money is lost.

When a quest is completed, any contract fees paid are returned. In the online game, contract fees are doubled and added to the total reward amount!



# STARTING A QUEST

No matter what kind of quest is undertaken in a given region, the starting moments of a quest online or offline are always the same.

## THE HUNTER'S CAMP

All player characters enter the quest at the hunter's camp. The camp is a monster-free safe zone where hunters may return to rest and restock if possible. A tent is always set up at the hunter's camp, and inside this tent is a cot and a warm fire. Examine the cot to take a nap. Resting restores health completely. Some hunter's camps have other recreational features, such as fishing ponds.



## SUPPLY BOX

Blue Supply Boxes located at campsites contain items that hunters should find useful during the quest. When a multiplayer quest starts, everyone usually dashes over to the Supply Box and loads up on free goods. Avoid hogging all the items. In



online quests, many supply items such as First-aid Meds and Rations are divided into equal quantities for all hunters to share. Each player should be able to grab a Map, which causes the entire region to be displayed on the right side of the screen.

Some supplies such as Pitfall Traps, ammunition and Sm Barrel-Bombs, to name a few, are supplied in single quantities only. Try to split up these items based on hunter type, without alienating allies. For instance, Gunners have no need of Mini-Whetstones to sharpen their Bowguns, so leave these supplies for Blademasters to collect. Likewise, Blademasters have no use for ammunition, so allow Gunners to take bullets and Huskberries, which are often used to create more bullets on the fly.

Items that are marked as Supply Items, such as Maps, Rations, First-aid Meds and Mini-Whetstones, are removed from the character's inventory if they are not used before the end of the quest. Therefore, make good use of these supplies first and foremost during the quest.

## DELIVERY BOX

The large red box near camp is the Delivery Box, which is important only in Gathering Quests. When the required item of the quest is found, such as a Special Mushroom, a Piscine Liver, or a Wyvern Egg, return to the campsite, move to the Delivery Box and press  $\otimes$  to deliver the item.



Immediate delivery is important, because all hunters can check the quest status by opening the Main Menu. If the other hunters open the menu and see that 9/10 items have already been delivered, then the rest of the quest time can be used to gather items or slay monsters for valuable materials. However, if one player is running around with 10 delivery items in his or her inventory, then the other hunters may think that little progress has been made toward the quest.

## HEALTH

The main issue each and every hunter must worry about during any type of quest is the amount of Health points he or she has remaining. After slaying most monsters, hunters should check health and use items to recover if needed. When facing off against tough boss monsters such as wyverns and giant raptors, hunters should keep a close eye on the health gauge. If your health is dropping too low, you owe it to yourself and your fellow hunters to stop trying to be the hero, run away and heal. If hunters die during a quest, the quest reward money drops by roughly one third of the full amount. If there are three deaths during a quest, the entire expedition fails. It is bad enough that all hunters have to split the reward, but when meager remuneration drops because of incompetence patience may waver and tempers may flare.





## DAMAGE

Hunters suffer damage when monsters attack. Damage not only reduces the number of available Health points, but can also cause hunters to fall, stagger off balance, or fly across an area like a rag doll. The type of monster fought and the strength of the attack used, plus any additional elemental damage, determines the amount of damage suffered. Damage suffered is



reduced by the character's Defense statistic, which increases when better armor is worn. However, additional damage may result if the monster's attack bears additional elements such as Fire, Water, or Thunder, or if the attacking monster is a Dragon.

Hunters are likewise capable of inflicting damage to monsters. The amount of damage inflicted with every attack is determined by the strength of the weapon and the power of the attacking move, reduced by the defense of the monster and any special defense to elements such as Fire, Water, Thunder and Dragon.


This result is multiplied by the current sharpness power of the weapon, which most often tends to reduce the damage amount. Therefore, do not purchase a weapon from the shop with a 542 Attack power believing that it causes that amount of damage with every hit.



## RECOVERY METHODS

As mentioned before, all hunters can recover lost health for free by returning to camp and resting in the cot. However, most quests force hunters to travel long distances away from camp to fight monsters or acquire items. Running all the way back to camp may take too much time, and may keep you out of the action for too long when your teammates need assistance. Therefore, hunters should carry restorative items in their inventory to recover from damage on the spot.



During most quests through Quest Level , First-aid Med items are provided in the Supply Box. However, it is strongly recommended that hunters learn to combine items to make Potions and Mega Potions as soon as possible. Always carry a full quantity of either medicine type on a quest, just in case your crazy teammates decide out of the blue to take on a Rathalos. Other items that restore health include Herbs found in the field and Sushifish pulled out of ponds. If recovery medicines run out during a quest, use the maps provided in this guide to find natural recovery medicines on the fly.

## NATURAL RECOVERY

When a hunter suffers damage from monster attacks, Health points are immediately deducted from the hunter's total. However, a portion of the damage sustained remains visible in the Health gauge, in red. A hunter gradually recovers this red portion so long as further attacks are not sustained. Therefore, if a portion of the hunter's Health gauge is red, avoid using health recovery items until the red portion is completely recovered. However, if the hunter sustains further damage, the red portion disappears instantly and further health points are deducted based on the new amount of damage sustained.

## STAMINA

Of secondary, but only slightly less importance, is the hunter's Stamina. Stamina is used to perform various special functions, such as sprinting a twice the normal speed, guarding against attack, and performing dodge rolls to avoid damage from foes.

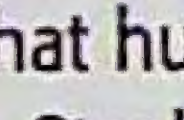




Stamina is a flexible gauge in both directions. Consuming Rations or steaks cooked on a BBQ Spit can easily increase stamina to superhuman levels. However, this overage of Stamina rarely lasts very long. Hunting activities cause hunters to become hungry, and famine can decrease the total amount of Stamina over time. If a hunter's Stamina decreases to the



point where the gauge is entirely red, he or she becomes incapable of sprinting, performing dodge rolls or guarding against attack. If the character stands in one place, he or she staggers around in starvation and their stomach growls.

Maintaining Stamina during all quests is extremely important. Although Rations are supplied during most quests through Quest Level , it is strongly recommended that hunters cook and carry quantities of Rare Steak and Well-Done Steak on every quest to reduce the depreciative effects of hunter starvation.

## WEAPON SHARPNESS

The sharpness of blades is another inconstant in the game that requires a hunter's attention. Each time a blade strikes against tough monster hide, its sharpness and effectiveness are slightly reduced. Eventually, the sharpness of a weapon may drop low enough that a reduction in weapon status occurs. With each reduction in weapon status, the weapon icon below the Stamina gauge changes shape and color. Each time the status of a weapon drops, each hit is more likely to bounce off a monster, inflicting a quarter of the normal damage rather than the full possible amount. In the case of wyverns, which typically have very tough scales, any reduction in weapon sharpness becomes a major handicap. If the blade icon becomes red, continued use may cause the weapon to break. If such is the case, the hunter automatically fails the quest and returns to town.



Restore weapon sharpness by using items to grind the blade such as a Whetstone, Mini-Whetstone or Knife Mackerel. Also, be sure to check the sharpness of a weapon before purchasing a blade or improving an existing weapon. If a majority of the sharpness gauge is red, the weapon loses sharpness quickly and proves hardly effective against oversized monsters. If a sharpness gauge is mostly yellow, then the weapon should be more reliable. Weapons with a green section of sharpness function at a higher rate of effectiveness as long as the gauge remains positive. Such weapons cause greater damage per hit, slaying monsters more efficiently in half the number of attacks.



Note that when improving some blades along certain lines, one or more weapons in the process may have poor sharpness. This is a sacrifice that must sometimes be endured just to make a weapon all-powerful. Still, try to avoid improving a weapon to the point where it lacks sharpness if you are unable to improve it another degree to a better state. In general, bone weapons cause greater damage but fail to retain their sharpness for very long. Iron weapons retain sharpness for longer periods of time, yet cause reduced amounts of damage.

## ELEMENTS

In addition to normal damage, some weapons and ammunition inflict an additional elemental amount of damage. Many monster attacks bear elemental properties as well. For instance, some wyverns use Fire-based breath attacks. The Plesioth attacks with Water element mouth geyser attacks, and the Khezu attacks with Thunder element breath and cloud attacks. When an attack has an elemental property, the elemental defense of the target comes into play.



When creating and equipping pieces of armor, check the statistics to determine if they have elemental properties. If an armor piece adds to any elemental defense, as is usually the case with Gunner armor, then the hunter suffers less damage from attacks bearing that type of element. If an armor piece has a negative statistic, wearing the item subtracts from the hunter's



total elemental resistance. If the hunter's resistance falls into the negative range, he or she actually suffers more damage from that type of elemental attack due to the combination of armor worn.



Most pieces of armor worn by Blademasters bear high ratings of physical defense, yet tend to lower the hunter's resistance to certain elemental properties. Keep this in mind when venturing off on early quests to slay a Kut-Ku or Gypceros. If the armor worn makes the hunter weak against Dragon attacks, then it is probably best to wear weaker armor that does not decrease the Blademasters defense against elements.

## STATUS

Certain attacks are capable of inflicting the target with a status ailment, which cripples the combatant's ability to fight. Most status ailments wear off after a certain period of time. However, waiting for time to elapse can be entirely detrimental. Identifying status ailments, knowing how to cure them, and having the right medicines on hand is a bigger part of the game in the higher level, harder quests.

## POISON

When a hunter is inflicted with poison, small purple and blue bubbles emit from his or her head. The hunter's Health gauge gradually decreases, changing from green to red. If the hunter cures the poisoning soon enough, then the red section of the gauge gradually recovers. However, if poisoned for too long, the red section of the gauge soon decreases also. Using antitoxins such as Antidotes, Antidote Herbs, and Bitterbugs can cure poisoning. Only Antidotes cure poisoning with a 100% certainty. All other items have lesser chances, which could mean failure.



Certain weapons and Bowgun ammunitions are capable of inflicting a poison status, which is a useful tool against wyverns. Poisoned Meat can be set out for monsters to eat. Many monster attacks that inflict poison are Water element based, so wearing armor that is strong versus Water helps reduce the chances of being poisoned.

## PARALYSIS

Certain enemies are capable of inducing brief periods of paralysis, which is indicated by a cloud of yellow lightning bolts that encircle the hunter, causing convulsions. Paralysis causes the victim to fall to the ground for a brief time until the effect wears off. Rotating the Left Stick and pressing  $\otimes$  can shorten paralysis

time. There are no medicines that cure paralysis. Attack damage is double against monsters and hunters inflicted with paralysis. Certain weapons inflict paralysis, and Tainted Meat can be set

out for monsters to eat to achieve the same effect. Most attacks that inflict paralysis are Thunder element based. Therefore, wearing armor that provides extra defense against Thunder can help prevent paralysis.



## SLEEP

Sleeping is a beneficial status, enabling a person or monster to regain lost health. Sleep can be used effectively to make a hunter or monster momentarily defenseless. Plus, damage inflicted to a hunter or monster in sleep status is tripled. However, sleep wears off quickly when the victim receives damage, shortening the status duration.




## STUN

When too much damage is suffered at once, a hunter or monster may fall into a momentary crippling stupor. Stars circle around the victim's head, and their entire body wavers back and forth as if sick. Bright flashes of light emitted by Flash Bombs or the light crystal atop a Gypceros' head can also inflict stun. This momentary stupor allows surrounding enemies an opportunity to prepare more powerful attacks. Reduce the time a hunter is stunned by rotating the Left Stick and pressing  $\otimes$ . When fighting wyverns and boss monsters, use Flash Bombs to inflict stun and reduce the monster's ability to fight for a brief period.





## ATTACK UP

Eating certain food combinations at the Guest House or consuming medicines such as Demondrugs can increase a hunter's Attack. The hunter becomes surrounded by red light, and a small sword icon appears next to his or her onscreen name. Hunters equipped with Dual Swords can also enter a form of Attack Up status when the  button is pressed. Attack increases last various periods of time depending on the method, usually until the current quest is completed or until the hunter dies.



## DEFENSE UP

Eating certain food combinations at the Guest House or using items such as Armorskins can increase a hunter's Defense. The hunter becomes surrounded by yellow light, and a small shield icon appears next to his or her onscreen name. Defense increases last various periods of time depending on the method, usually until the current quest is completed or until the hunter dies.

## MONSTER EYE

This status occurs when a fearsome boss monster, such as a wyvern or alpha raptor, sights the player character. The monster eye icon appears next to the hunter's onscreen name, and he or she cowers in terror for a brief second. This status affects a hunter's sprinting ability. Hunters that attempt to sprint in the presence of boss monsters not only run funny, but lose Stamina



at twice the normal speed. If a dodge roll is performed while sprinting, the hunter dives and crashes to the ground rather than rolls. The only cure for this status is to flee from the boss monster or slay it.

## SEARCHING FOR ITEMS

During every quest that allows plenty of time to complete the main objective plus other activities, be sure to scour the region for useful items and materials. Always return from lower-level quests with a full inventory of goods found in the field. Higher-level quests allow less time for hunters to procure items, so tools and supplies must be brought along to ensure the chances of quest success. If tools and supplies are running out, repeat lower-level quests to restock on necessary materials such as Spiderwebs, Ivy, Herbs, Antidote Herbs, Sap Plants, Stones, Paintberries, etc.




To find items, search locations marked by plants growing under trees, cacti growing in the desert, discolored patches of ivy, webs hanging in caves, monster bones strewn on the cave floor, hatched eggs cluttering a nest, etc. Environmental features that may seem out of place mark most item locations. However, some item locations are completely obscure.

Use the maps provided in the **Maps** chapter to find the items needed. More information on finding and using items is contained in both the **Items** and **Item Combinations** chapters.



## CARVING ENEMY CARCASSES

Kill a monster, then stand over the corpse and press  to carve off a piece. Monster organs and body parts have a variety of uses, and procuring certain pieces add equipment to the shop



lists of merchants back in town. However, only carve things from monster corpses if the coast is clear. For instance, when clearing a Velociprey nest, the lithe blue lizards will certainly attack if you try to carve a fallen monster.



# COOKING

Hunters expend great quantities of energy in their quest activities, and become hungry in the process. To keep a hunter well-fed and energetic, food must be prepared. Cooking food in the field requires the proper tools. Purchase a BBQ Spit, or use the free Portable Spits provided during certain quests. With Raw Meat in possession, the spit becomes useable. Rotate the icons in the item window until the spit is selected, then press **○** to



begin cooking meat. The hunter begins rotating the meat over a small fire, and a short song plays. After the song ends, allow the meat to cook for two more seconds. As soon as the meat changes color slightly, press **ⓧ** to stop cooking.

Press the button with the right timing, and a Well-Done Steak is prepared. Stop cooking the meat too soon and it becomes a Rare Steak. If the meat is cooked too long, it turns into Burnt Meat. Consume Well-Done Steaks and Rare Steaks when needed to increase the hunter's total amount of Stamina. Burnt Meat causes random effects when eaten. The hunter's Stamina may increase slightly, or it may decrease.



The trick to cooking a Well-Done Steak every time is to learn the proper button timing. The instant the cooking song finishes, count off two seconds in your head ("one-one thousand, two-one thousand") and press the **ⓧ** button. Cook a Well-Done Steak once with this method, and you will never overcook meat again!

Purchasing a BBQ Spit is a wise investment. Many quests do not provide hunters with Rations, especially in the upper Quest Levels of both the online and offline modes. With a personal BBQ Spit, a hunter need never go hungry as long as there are monsters around that provide Raw Meat when carved. Wait until a half-price day in the online marketplace, and purchase a BBQ Spit at a discount!

# FISHING

With bait such as Crickets, Worms, and Fireflies in possession, a large variety of fish can be pulled out of the streams, ponds and rivers in certain areas of the field. The bait used determines the type of fish that become attracted to the lure.

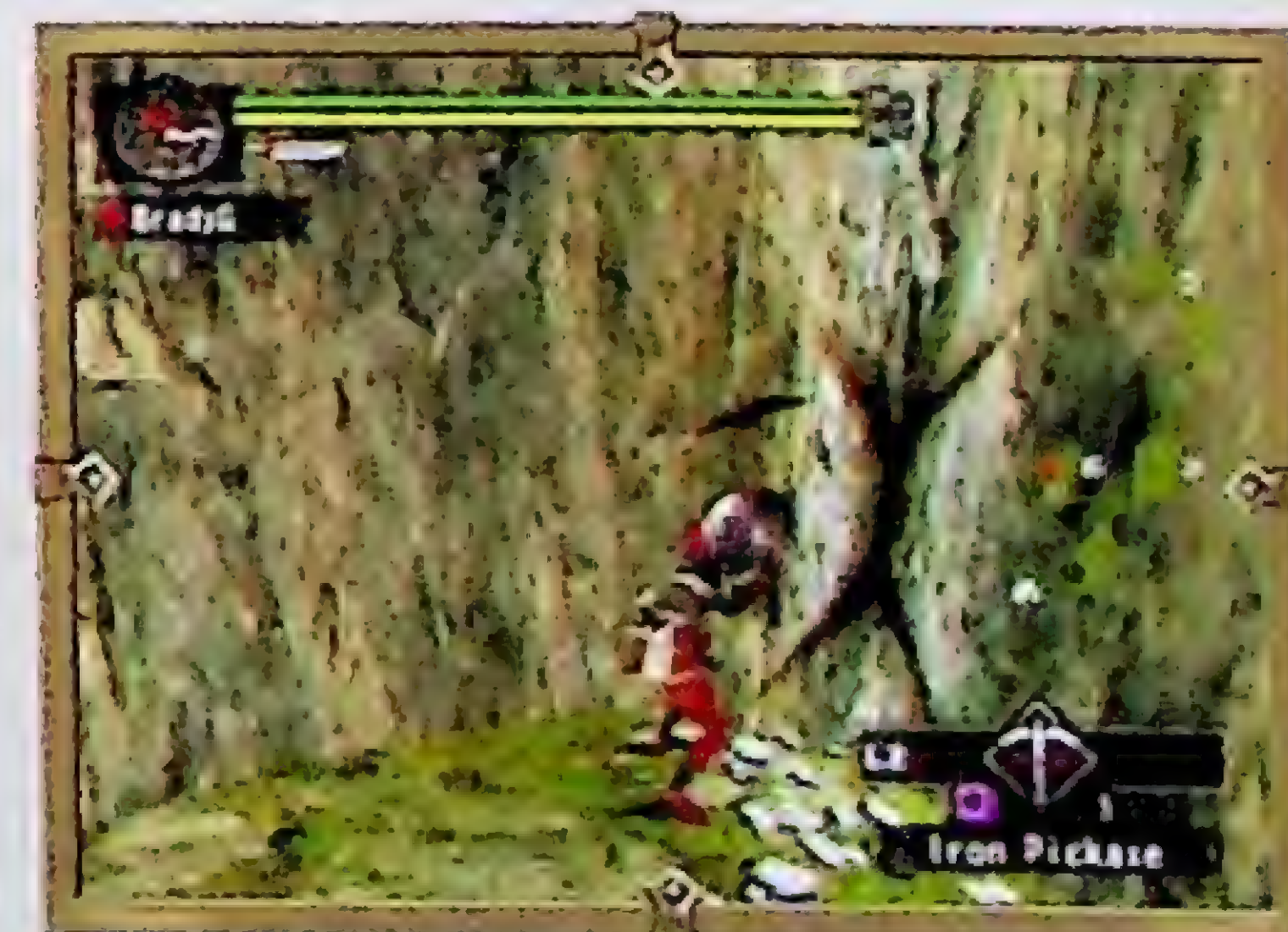


Fishing is much easier with the vibration function of the controller turned on. Rotate the item window until bait is displayed, then move along the shore or dock near a body of water until the bait's icon changes colors and the "X" is removed. While standing in that location, press **○** to fish.

Fishing in the game requires just as much patience as in real life, but also demands a bit of quick reflexes. Closely watch the many fish as they swim in the water and eventually take interest in the bait. As a fish approaches the lure, prepare to press the **ⓧ** button. Sometimes fish give a hard tug on the bait. If the **ⓧ** button is pressed at that instant, sometimes a truly rare fish can be caught. Otherwise, fish may give only a small nibble on the bait, which is not enough for them to be caught. If a fish nibbles on the lure, prepare for a harder bite to come soon after. When the fish bites hard enough to sink the lure, press the **ⓧ** button to catch it. Fish have a variety of uses as detailed in the **Items** chapter.

# MINING

The creation and improvement of weapons and armor requires large quantities of natural ores and stones. The main method of obtaining these materials is to use pickaxes at locations where crevices form in rock formations. Use the maps in the **Maps** chapter to view all the possible mining locations in every region. Whenever a quest allows for enough time to complete the main goal as well as other tasks, try to accomplish some mining.





To mine materials, the proper tools are required. Iron Pickaxes can be purchased from shop clerks online or offline. Old



Pickaxes are provided free during certain mining quests. Always carry at least 5 pickaxes along on every Gathering Quest or light duty Hunting Quest.

Pinpoint a mining location by rotating the item window until a pickaxe is selected. Move toward a rocky area with one or more crevices until the pickaxe icon changes color and the "X" disappears. Standing in that spot, press **○** to swing the pickaxe and mine for materials. Continue mining until the game indicates there is nothing left to mine. Open inventory slots are required to obtain various types of ore. Each time a pickaxe is used, there is a chance that it might break. Old Pickaxes break more easily than Iron Pickaxes. Pickaxes may break on the first mining attempt, or after finding just a few ores. The higher the rarity of the ore found, the more likely the pickaxe will break. This is why carrying a full supply of pickaxes is so important, so that mining may be continued in spite of tool breakage.

## BUG CATCHING

Bug catching is another side item gathering activities available during quests. Insects have a variety of uses, especially in item combinations. Rare bugs sell for quite a bit of money, which is another good way for fledgling hunters to build up cash supplies. Purchase bugnets from shop clerks online or offline.



Become a professional bug catcher by carrying at least 5 bugnets along on quests that provide enough time to complete the main objective as well as side tasks, such as any quest with 50-minute time limit. Look for locations where small glowing bugs fly. Rotate the item window until a bugnet is selected, and move toward the glowing bugs until the bugnet icon changes color and the "X" clears. Standing in that location, press **○** to catch bugs. Continue trying to catch bugs until the game indicates that there are no more to catch.

Each time a bugnet is used, there is a chance it may break. Old Bugnets are less sturdy and break more often than regular Bugnets. Carry as many bugnets as possible so that catching bugs can be continued even if one or more nets break. When the bug caught is higher in rarity, the net is more likely to break.

## FIGHTING WYVERNS

The objective of more than half the quests in the game requires hunters to fight and slay a powerful flying dragon. These are no gristmill cannon fodder monsters like the typical ones encountered more frequently, which usually die after an attack or two. Wyverns are dangerous creatures capable of slaying unskilled hunters with only a few attacks. Supplies provided on these



quests only cover the tip of the iceberg, as far as preparing a hunter to accomplish this difficult goal.

Whenever the objective of a quest is to fight or defeat any wyvern, always bring along a grocery list

of mandatory supplies, tools and traps to use against the great beast. Most of these supplies can be purchased from shop clerks online and offline. However, some of these goods can only be obtained through item combination, requiring materials found on other quests. If supplies such as Nets, Gunpowders and Mega Potions are lacking, repeat a lower-level quest with a long time limit in an area such as the Forest and Hills, where most items are located.

### Wyvern Battle Supplies, Practically Mandatory:

Pitfall Trap

2 Trap Tools

2 Nets

Up to 10 Sm Barrel-Bombs

3 Lg Barrel-Bombs

10 Large Barrels

10 Gunpowder

10 Mega Potion

10 Potion

10 Antidote  
(vs. Rathalos, Rathians,  
Gycceros and Basarios)

### Additional Supplies Suggested:

Paintballs or Paint S ammo, to mark and track the wyvern

Book of Combos, to improve combining chance

Flute, to draw wyvern's attention

Demondrug, to raise attack power

Flash Bombs, to stun wyverns if possible

Smoke Bombs, to mask hunters' location

Whetstones, if a Blademaster's weapon loses sharpness quickly

Psychoserums, to magically pinpoint a wyvern's hiding spot

Frogs, to lure Plesioths out of the water



## BASIC WYVERN STRATEGY

Using the tools listed above, the basic strategy is the same for almost any dragon fought. Move to an area where the dragon is located and strike it with a Paintball or Paint S shot. When



marked with paint, a wyvern's location appears on the onscreen map. If the creature flies away to another area, hunters can track it immediately. The effect lasts for up to ten minutes.

Move a dozen yards away from a wyvern and toss a Flash Bomb in its direction. If the creature happens to be facing the right way, the flash might stun it for several moments. This renders the creature incapable of most of its attacks. Move in and attack the monster while it is stunned. At close range to a wyvern, use a Smoke Bomb. If both the wyvern and all hunters fight within the cloud of haze emitted by the bomb, then the wyvern has a more difficult time targeting hunters with its attacks.



Probably the most effective strategy is to set up a Pitfall Trap. Utilizing a Pitfall Trap takes almost a full minute, so move some distance away from the wyvern before attempting this or wait until the monster is engaged by teammates in online mode. Once the Pitfall Trap is set up, place Lg Barrel-Bombs at the edges of the trap. Place the barrels side by side. Only two Lg Barrel-Bombs can be placed in any area at one time



Lure the wyvern into the Pitfall Trap by standing on or behind the net covering the ground. When the wyvern steps on the pitfall, its weight causes the trap to collapse. The wyvern is

incapacitated, and its defense drops tremendously. It soon breaks free, so use the time wisely. Set a Sm Barrel-Bomb between the Lg Barrel-Bombs, and move away before it detonates. All three bombs explode, causing massive damage to the wyvern. Move in while the creature is still trapped, set up another Lg Barrel-Bomb and Sm Barrel-Bomb, and blow it up again. Then move in and attack the flailing creature with weapons until the trap expires and the wyvern breaks free.



When using weapons against wyverns, avoid attacking the legs, which are usually covered in the strongest scales. Attack the creature's head, wings, and tail to inflict the most damage. Dodge roll between each successful blow to avoid damage. Continue fighting the wyvern until it flees, then pursue it to the next area by following its marker on the onscreen map. On the way, use medicines to heal and combine items to form another Pitfall Trap and three more Lg Barrel-Bombs. Repeat the entire process during the next encounter.

Many wyverns indicate that the battle is almost won by trying to limp away. Or in the case of the Gypceros, the dying creature feigns death. In the Forest and Hills area, badly damaged wyverns attempt to retreat to the nest at Area 5. Once there, the creature makes sure the coast is clear, and then sleeps. Each minute it sleeps, the wyvern recovers a small amount of lost Health. Wyverns do the same thing in the jungle, resting at Area 6. Quickly enter the nest and clear out other enemies, such as Velociprey. Set up a Pitfall Trap in front of the wyvern, then set up

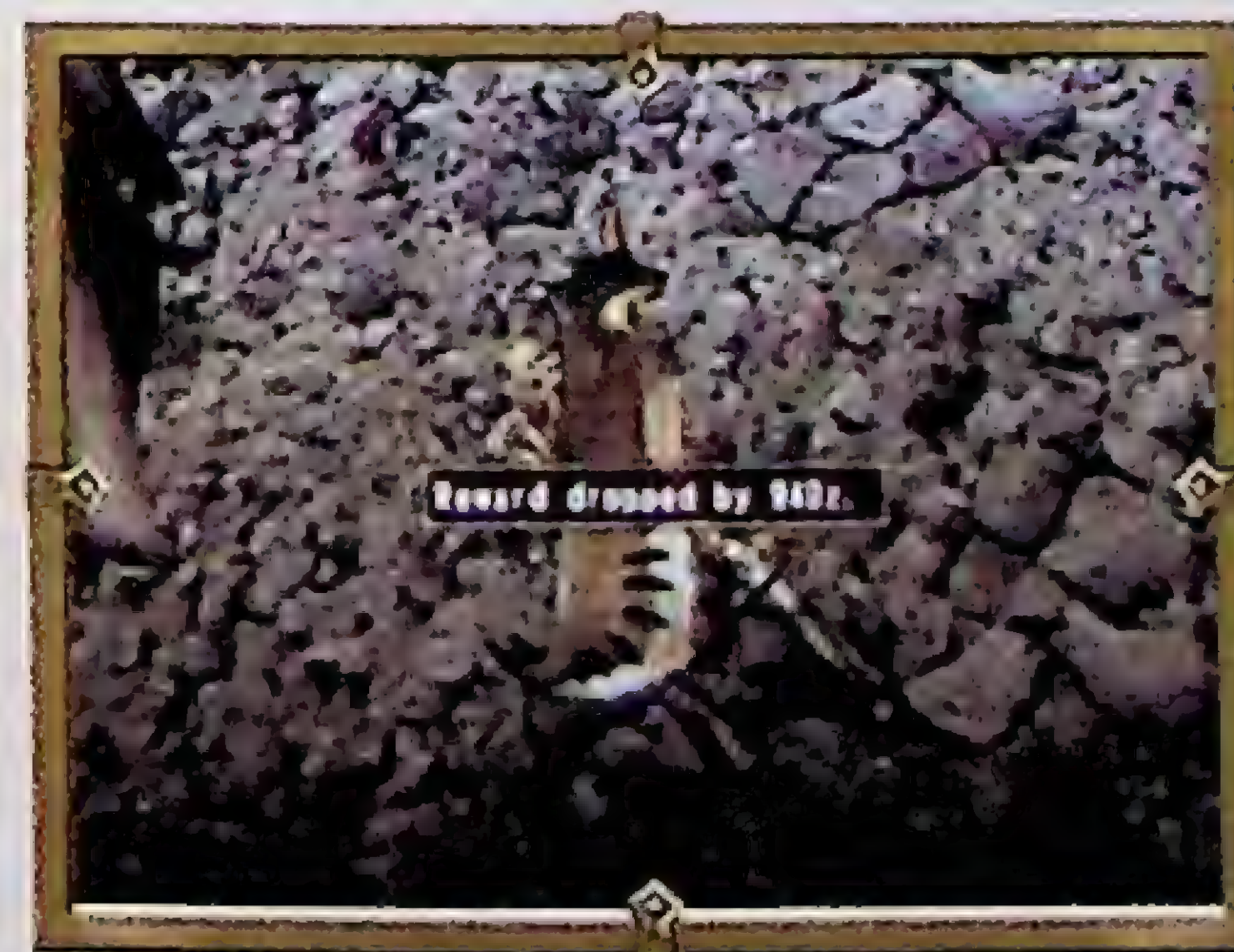


bombs around the dozing creature and set them off. When the creature awakes, goad it onto the Pitfall Trap. Set more bombs to damage it further, and finish it off with weapons.

When some wyverns are slain, the area where the finishing blow is delivered is important. Additional reward materials may appear when the quest is finished as a result of slaying a wyvern via its head, its tail, its wing, or some other body part. Since slaying a wyvern by attacking its head is considered harder, the reward materials are usually more rare and valuable than if the monster is killed by attacking it from any other angle.

## PENALTIES

Death of a hunter during a quest results in a reduction in the total reward amount, usually by almost a third of the total reward. If the total reward is reduced to zero by hunter deaths, the quest is failed and all hunters return to the town or village. The fallen hunter is returned to the campsite with full Health



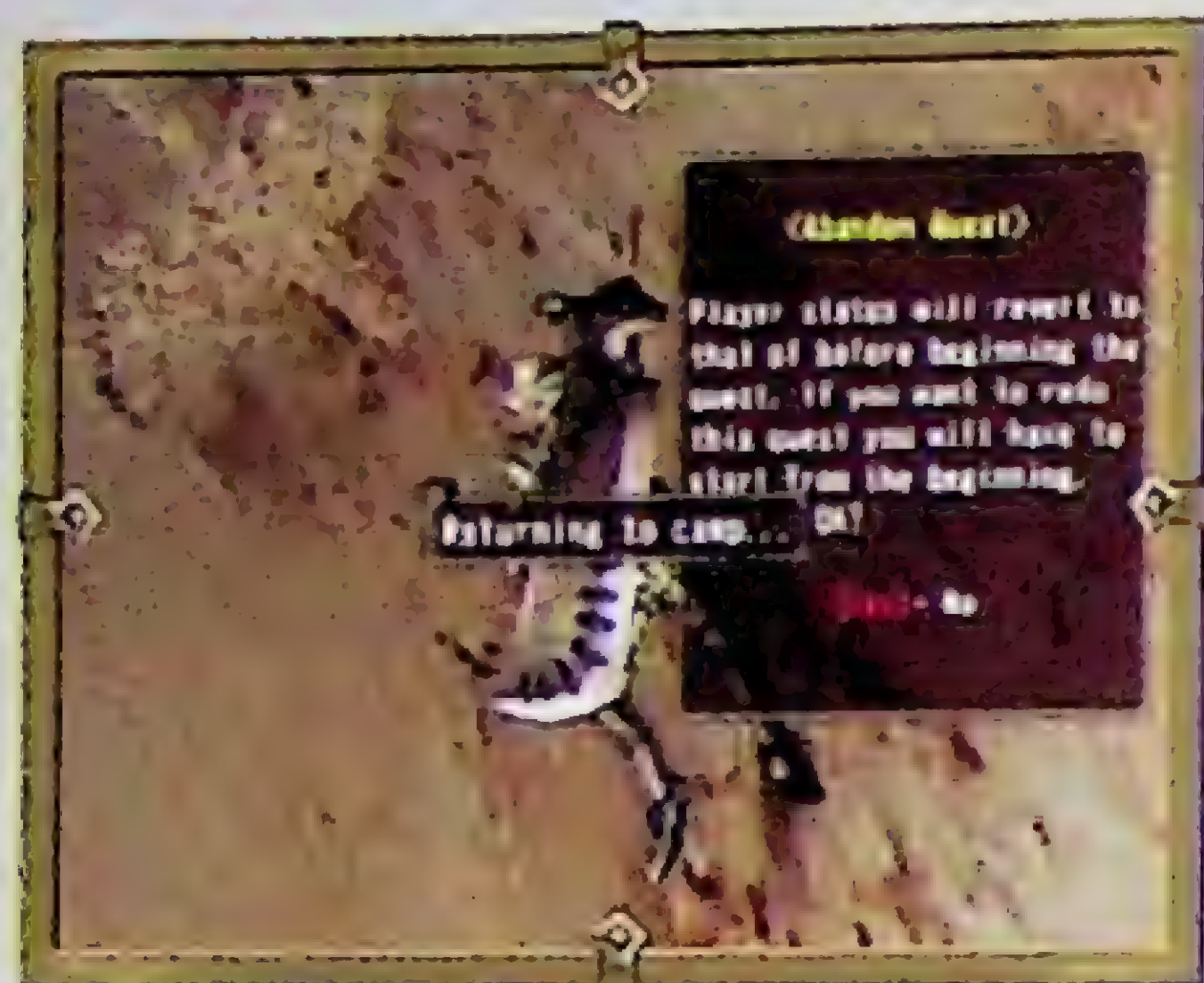
and Stamina and the quest goes on, but everyone involved makes less money for completing the objectives. The next hunter that dies reduces the reward by another third. If a third hunter falls, the quest ends in failure.

In the online mode, an additional penalty in HR points is deducted from the total possible points awarded to each hunter for completing the quest. The usual amount is 15 points.



# ABANDONING OR FAIL- ING A QUEST

Sometimes situations arise in life that may require a hunter to abandon a quest and go to school, go to work, or do chores. To abandon a quest in progress, open the Main Menu and choose the "Abandon Quest" option. Confirm the choice, and the hunter returns to town. All items found during the quest are lost, and all items used during the quest are regained. The hunter's returns to the previous state as well, making the necessary adjustments in maximum Health, Stamina, Attack, Defense, etc. Any contract fees paid are also lost. If the hunter abandoning the quest is the one that initiated it, all other hunters are returned to the tavern as well. Be sure to check with other players before abandoning a quest, out of respect.

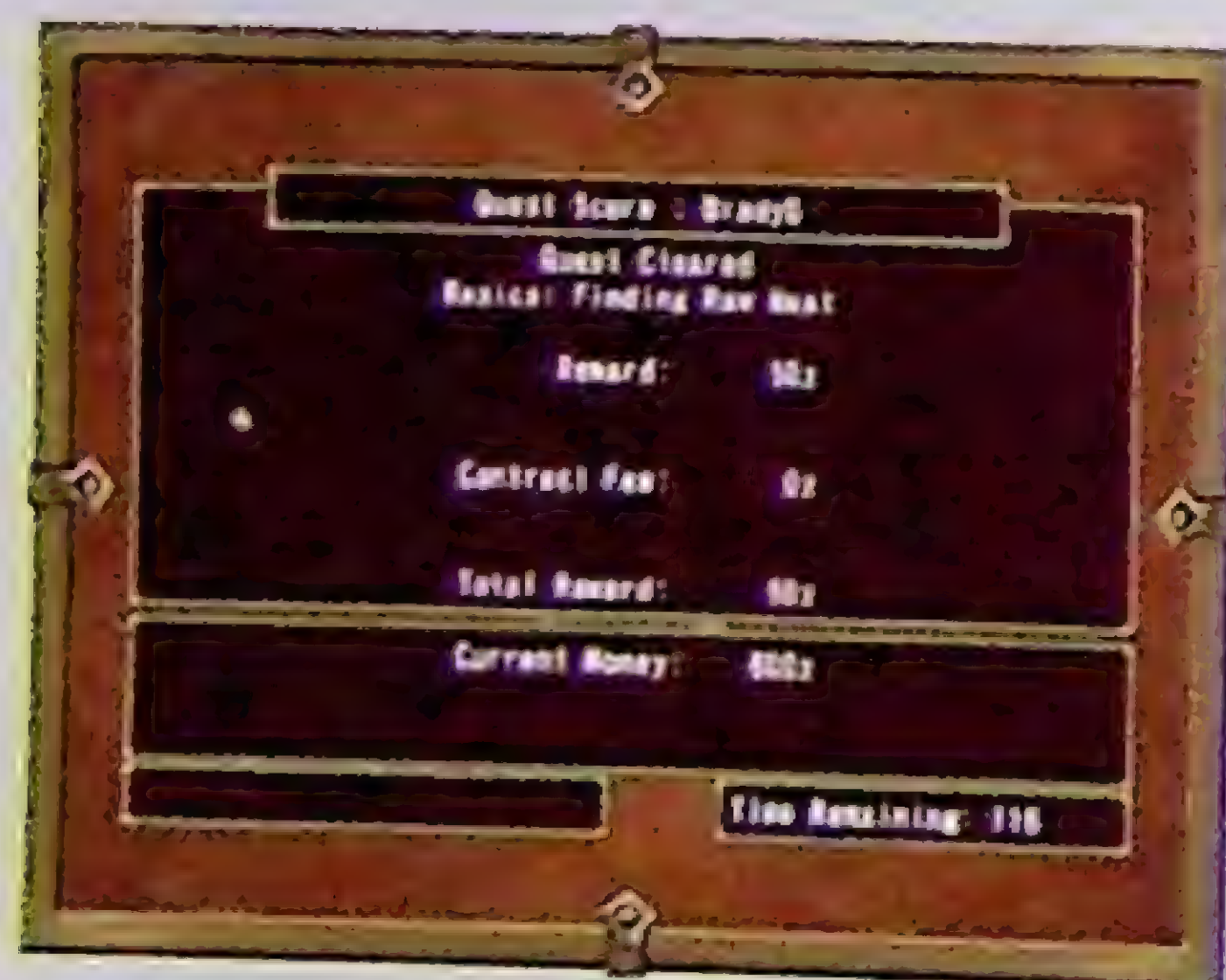


A quest is failed if the time limit expires, if the reward drops to 0z, or if a monster meant to be captured is accidentally killed. Similar to abandoning a quest, any contract fees paid are also lost. However, items gained during the quest are retained.

Before deciding to abandon a quest, check the items acquired and make sure they won't be missed. Otherwise, it may be better to run into death's arms a few times just to retain rare items that were found. In a multiplayer situation, make sure that none of the other players mind if the quest is cancelled before pulling the plug.

## QUEST COMPLETION

Completing a quest is the ideal situation. After a short period of post-quest time expires, all hunters exit the field and proceed to the reward screen. The total reward money is displayed, plus



the original contract fee, plus double the contract fee if playing online, minus any penalties for character deaths. The remainder is then divided equally among all participating hunters.

Certain quest-related items such as Special Mushrooms and Coal are automatically sold, with the hunter in possession receiving the proper remuneration. If the quest is played online, HR points are awarded to each participating hunter. HR points are not divided between participants. Instead, each hunter receives the full amount, minus any penalty points lost due to deaths. If the hunter accumulates enough points to rise in ranking, a special chime sounds and the hunter's rank changes. Depending on the HR level reached, they hunter may unlock the next Quest Level.

## REWARD MATERIALS

The final screen that appears after clearing a quest awards each player with reward materials. The number of materials awarded depends on the number of open inventory slots remaining in the hunter's inventory. The type of materials gained is determined by percentage chance per item, per quest, as listed in the two quest description chapters in this book. If the hunter participated in the slaying of a wyvern, additional reward materials may be awarded based on the method of disposal and whether the hunter was the one to actually slay the beast.



## HR RANKING

HR Points are awarded upon the completion of each quest played online. By accumulating enough points, a hunter rises to the next ranking level. Rank determines the level of quests available when viewing the list of available quests at the tavern or the village. HR ranking also determines whether the hunter can join higher level quests initiated by others. Some items that are found in the field or carved from slain monsters do not appear until the hunter has reached a specific HR level. Some weapons and armor pieces are not added to the shop lists until a specified HR is achieved. The message is simple: get online and go hunting!

HR	RANK	HR POINTS
1	RANGER	0
2	ROOKIE HUNTER	300
3	BEAST SLAYER	600
4	BONE DUSTER	1200
5	WARDEN	2400
6	WARRIOR	4200
7	MERCENARY	6400
8	BOUNTY HUNTER	9000
9	CARNAGE BERSERKER	12000
10	SAMURAI	15500
11	GROUND WALKER	20000
12	STRIDER	25000
13	WEAPONS MASTER	31000
14	BATTLE MASTER	39000
15	FOREST GUARDIAN	50000
16	DRAGON BUSTER	65000
17	GLORIOUS BRAVER	83000
18	CHAMPION	103000
19	HERO	125000
20	MONSTER HUNTER	150000

## INCREASING QUEST REWARDS

Weapon and armor prices and upgrades are not cheap. Novice hunter characters must do everything possible to raise the amount of money earned during each quest. The reward amounts, especially in the single player offline game, are merely a pittance in light of the amount of playing skill and time required to master the quest. But by completing several side actions during most quests, hunters should be able to go from poor to rich in no time.



Special Mushrooms can be found in the Jungle Zone and the Forest and Hills region even when the quest is something other than a mushroom-gathering quest. Collect 10 Special Mushrooms during each quest in the Forest or Jungle. When the



quest is complete these are sold automatically, earning a hunter an extra 600z.

When enough money is available, invest in a BBQ Spit and carry it along on every quest to the Forest and Hills zone. Slay Aptonoths, carve Raw Meat and cook 10 Well-Done Steaks on every quest. Upon returning to the town or village, sell all 10 Well-Done Steaks for 480z. Find 10 Special Mushrooms and cook 10 Well-Done Steaks on every Forest and Jungle quest to earn an extra 1080z per quest!

Kut-Ku Scales might be found by searching many areas of the Forest, and are more commonly found in the Jungle. While large quantities of Kut-Ku Scales are required to craft certain armor pieces, they sell for 250z apiece. If funds are running a little short



and an abundance of Kut-Ku Scales exists, sell as few of these as needed to obtain large amounts of easy cash. Just be sure to build up those Kut-Ku Scale quantities by searching to find them on each and every foray into the Forest or Jungle!

## PURCHASING, CREATING AND IMPROVING WEAPONS AND ARMOR

Reaching new HR Rank levels does nothing to improve a hunter's statistics. The only way to improve the character's abilities is by crafting stronger armor and sharper weapons in the armory. Set a goal to create a powerful piece of equipment. Then go out on quests and find the required materials and make the money needed to craft that item. In the case of weapons, check to see how the weapon can be improved. Procure the required materials and make enough money to turn your current weapon into a better one. Because the cost is double, avoid purchasing weapons and armor at full price unless it is not offered in the craftsman shop. Pursue weapon and armor crafting throughout the entire game and upgrade equipment as soon as possible to upgrade your character.



## EQUIPMENT AVAILABILITY

When a fledgling hunter speaks to a clerk who sells or creates weapons and armor, the initial list of equipment includes only some very weak pieces. New weapons and armor pieces are added to shop lists when certain items are found during quests. Sometimes an item cannot be found until a hunter reaches a certain Quest Level, or a certain HR in the online game. Whenever new items are found during a quest, be sure to check with the store clerks between quests to see if any new upgrades or pieces become available for purchase or creation.

## HUNTER TYPE

The type of armor that may be worn by a hunter depends on the weapon equipped. A hunter equipped with a Bowgun becomes a Gunner. A character equipped with anything else is a Blademaster. A few armor pieces are available to be worn by either a Blademaster or a Gunner. However, most armor pieces are specific to hunter type. If a Blademaster changes equipment to carry a Bowgun, he or she instantly changes type to become a Gunner. If the character is wearing Blademaster only armor, the pieces that are not compatible with the new type are automatically removed. If protection is desired while carrying the Bowgun, new and compatible armor pieces must be bought or created. Be sure to check which type of hunter armor pieces are compatible with before forging them, and avoid wasting money and materials to create pieces that cannot be equipped because the proper weapon is not available.

## DRINKING, DRUNKENESS AND SOBERING UP

Waiting for friends to join up online can take a while. People get off work, they leave school, and sometimes it takes a while to get home, settle in and fire up *Monster Hunter*. Sometimes hunters gather online and cannot agree on which quest to undertake. These things take time. One way to pass the time is to sit down in the tavern area of the online town and get snotted, slaphappy drunk. In the tavern, approach the benches between the tables at the bottom of the screen until the



button icon appears on screen, then press **○** to sit. Press **○** to take a drink from the stein. If roughly 10 drinks are taken fast enough, the hunter becomes drunk.



Just like in real life, drinking is a way to act silly and do crazy things you would not ordinarily do. While sitting at the table, press the down directional button to lie down on bench and sleep. Press the other directional buttons as well as the **×** and **○** button to see what else a drunken hunter does. While these shenanigans are going on, press **□** to toggle between normal view and banquet view of the tables. When eight hunters sit down to drink, it can be a pretty funny sight.

Eventually, press **○** to stand up. If a hunter has had too much to drink, he or she leans over in sickness, and eventually sits down on the floor. When walking or running, a drunken hunter staggers horribly. The only ways to sober up are sleep, time, or leaving the tavern. Be sure to purchase plenty of Demonasprin, to take care of the nasty hangover!

## THE GUEST HOUSE

The Guest House is the hunter's haven of rest in the online town. Here, hunters can check into a private room, store items in a handy Item Box, rest in a bed, and order food combinations. Low level hunters can rest and eat for free in the Pawn room, which is the next best thing to a barn. As hunters complete certain online

quests, new rooms become available for rent in the Guest House. The higher the rent, the better the room, with better quality food served.



## ORDERING FOOD

In every room of the Guest House, hunters can sit down and order food. Choose any two foods from the list, and the Felyne attendant runs off to the kitchen to prepare a meal. Some combinations increase a statistic during the next quest, or until the character dies. Some combos have no effect, and some decrease a statistic.



## PAWN ROOM



PAWN ROOM FOOD TYPES	FOOD	TYPE
	Meat Scraps	Meat
	Popo Meal	Meat
	Plumpkin	Vegetable
	Ancom	Vegetable
	Twinstroom	Vegetable
	Clamchip	Fish
	Guts	Fish
	Scalefish	Fish
	Hardtack	Grain
	Mixed Beans	Grain
	Webcake	Grain
	Oily Raisins	Oil
	Dry Margarine	Milk
	Powdered Cheese	Milk
	Hopi	Liquor

PAWN ROOM COMBINATION EFFECT	COMBINATION	STATUS EFFECT
	Meat+Meat	Health+10
	Fish+Fish	Health-10
	Vegetable+Vegetable	No effect
	Grain+Grain	Health+10
	Oil+Oil	No effect
	Milk+Milk	No effect
	Meat+Vegetable	Stamina+25
	Meat+Fish	Health+10
	Meat+Grain	Stamina+25
	Meat+Oil	No effect
	Meat+Milk	Health-10
	Meat+Liquor	Attack+3
	Vegetable+Fish	Stamina+25
	Vegetable+Grain	No effect
	Vegetable+Oil	Health+20
	Vegetable+Milk	Health+10
	Vegetable+Liquor	No effect
	Fish+Grain	No effect
	Fish+Oil	Health-10
	Fish+Milk	Stamina-25
	Fish+Liquor	Defense+5
	Grain+Oil	No effect
	Grain+Milk	Health+10
	Grain+Liquor	No effect
	Oil+Milk	Stamina-25
	Oil+Liquor	No effect
	Milk+Liquor	No effect
	Liquor+Liquor	No effect



## ROOK ROOM



### ROOK ROOM FOOD TYPES

FOOD	TYPE
Cubesteak	Meat
Spicy Sausage	Meat
Spotted Onion	Vegetable
Ancorn	Vegetable
Young Potato	Vegetable
Mild Herb	Vegetable
Snake Salmon	Fish
Tuna Head	Fish
Hardtack	Grain
Sweetbug	Grain
Fruity Jam	Oil
Olive paste	Oil
Dry Margarine	Milk
Aged Cheese	Milk
Milk Pop	Liquor

### ROOK ROOM COMBINATION EFFECT

COMBINATION	STATUS EFFECT
Meat+Meat	Health+20
Fish+Fish	Stamina+25
Vegetable+Vegetable	No effect
Grain+Grain	Health+10
Oil+Oil	Health-10
Milk+Milk	No effect
Meat+Vegetable	Health+10
Meat+Fish	Attack+3
Meat+Grain	Health+20
Meat+Oil	Health-10
Meat+Milk	No effect
Meat+Liquor	Stamina-25
Vegetable+Fish	No effect
Vegetable+Grain	No effect
Vegetable+Oil	Defense+5
Vegetable+Milk	No effect
Vegetable+Liquor	No effect
Fish+Grain	Stamina+25
Fish+Oil	Health-10
Fish+Milk	No effect
Fish+Liquor	Stamina-25
Grain+Oil	Defense+10
Grain+Milk	Health+10, Stamina+25
Grain+Liquor	Health+10
Oil+Milk	Health-10
Oil+Liquor	No effect
Milk+Liquor	No effect
Liquor+Liquor	No effect

## BISHOP ROOM



### BISHOP ROOM FOOD TYPES

FOOD	TYPE
Jungle Ribs	Meat
Meatwagon	Meat
Wild Wonton	Meat
Cudgel Onion	Vegetable
Western Parsley	Vegetable
Sweet Mushroom	Vegetable
Snake Salmon	Fish
Horseshoe Crab	Fish
Octofest	Fish
Sweetbug	Grain
Warwheat	Grain
Fruity Jam	Oil
Buffalo Butter	Milk
Chili Cheese	Milk
Spicepop	Liquor

### BISHOP ROOM COMBINATION EFFECTS

COMBINATION	STATUS EFFECT
Meat+Meat	Health+20
Fish+Fish	Stamina+25
Vegetable+Vegetable	Health+10
Grain+Grain	No effect
Oil+Oil	No effect
Milk+Milk	Stamina-25
Meat+Vegetable	Attack+3
Meat+Fish	Stamina+25
Meat+Grain	No effect
Meat+Oil	Stamina-25
Meat+Milk	No effect
Meat+Liquor	Attack+5
Vegetable+Fish	Stamina+25
Vegetable+Grain	Health+10
Vegetable+Oil	Health-20
Vegetable+Milk	Defense+5
Vegetable+Liquor	No effect
Fish+Grain	Stamina+25
Fish+Oil	Stamina-25
Fish+Milk	Health+30
Fish+Liquor	Health+10, Attack+3
Grain+Oil	Defense+10
Grain+Milk	No effect
Grain+Liquor	Health-20
Oil+Milk	No effect
Oil+Liquor	No effect
Milk+Liquor	Stamina+25, Defense+5
Liquor+Liquor	No effect



## QUEEN ROOM



### QUEEN ROOM FOOD TYPES

FOOD	TYPE
Great Mutton	Meat
White Liver	Meat
Dragon Foot	Meat
Wild Wonton	Meat
Pinespice	Vegetable
Cannon Lettuce	Vegetable
Rare Onion	Vegetable
Tortoiseshell	Fish
King Squid	Fish
Queen Shrimp	Fish
Megahagel	Grain
Powerlard	Oil
Seafood Jam	Oil
Sirloin Egg	Milk
Panish	Liquor

### QUEEN ROOM COMBINATION EFFECTS

COMBINATION	STATUS EFFECT
Meat+Meat	Health+30
Fish+Fish	Stamina+50
Vegetable+Vegetable	Health+10, Stamina+25
Grain+Grain	No effect
Oil+Oil	Attack+3
Milk+Milk	No effect
Meat+Vegetable	Attack+3
Meat+Fish	Health+10, Defense+5
Meat+Grain	No effect
Meat+Oil	Attack+3
Meat+Milk	Health+40
Meat+Liquor	Health+40
Vegetable+Fish	Health+10
Vegetable+Grain	Stamina+50
Vegetable+Oil	No effect
Vegetable+Milk	No effect
Vegetable+Liquor	Health+40
Fish+Grain	Stamina+25, Defense+5
Fish+Oil	Defense+5
Fish+Milk	No effect
Fish+Liquor	Stamina+25
Grain+Oil	Stamina+50
Grain+Milk	Attack+3, Defense+5
Grain+Liquor	No effect
Oil+Milk	No effect
Oil+Liquor	Stamina+50
Milk+Liquor	Health+20
Liquor+Liquor	No effect

## KING ROOM



### KING ROOM FOOD TYPES

FOOD	TYPE
Dragon Tail	Meat
Bigmeat	Meat
Dragon Head	Meat
King Turkey	Meat
King Truffle	Vegetable
Rare Onion	Vegetable
Fatty Tomato	Vegetable
Queen Shrimp	Fish
Foie Grande	Fish
Pink Caviar	Fish
Gold Rice	Grain
Pearlnut	Grain
Lifejam	Oil
Royale Cheese	Milk
Blessed Wine	Liquor

### KING ROOM COMBINATION EFFECTS

COMBINATION	STATUS EFFECT
Meat+Meat	Health+30
Fish+Fish	Health+10, Stamina+25
Vegetable+Vegetable	Stamina+25
Grain+Grain	Defense+5
Oil+Oil	No effect
Milk+Milk	No effect
Meat+Vegetable	Attack+3
Meat+Fish	Health+30, Stamina+25
Meat+Grain	Attack+5
Meat+Oil	Stamina+50
Meat+Milk	Stamina+25, Defense+5
Meat+Liquor	Health+50, Attack+5
Vegetable+Fish	Defense+10
Vegetable+Grain	Stamina+25
Vegetable+Oil	No effect
Vegetable+Milk	No effect
Vegetable+Liquor	No effect
Fish+Grain	Stamina+50
Fish+Oil	Stamina+50, Defense+5
Fish+Milk	No effect
Fish+Liquor	Stamina+50, Defense+10
Grain+Oil	Health+50, Stamina+25
Grain+Milk	No effect
Grain+Liquor	Health+50
Oil+Milk	Stamina+50
Oil+Liquor	No effect
Milk+Liquor	Health+50, Stamina+50
Liquor+Liquor	No effect



# MARKET SPECIALS

During online mode, always start the day by checking to see what's happening at the market. Sometimes the online marketplace features specials for one day only. For instance, certain merchants sometimes feature additional sale items that are hard to obtain otherwise. Perhaps the best day of the week at the marketplace is half-price day, when all merchants except the combination shop clerk slash their prices in half. This is a great time to stock up on expensive, repeat-buy items like BBQ Spits, Hot Drinks, Cool Drinks, Potions, Trap Tools, etc. Watch out for that shady tool shop merchant, because the Iron Pickaxes and Bugnets he sells for half price break just as often as Old Pickaxes and Old Bugnets. It's a rip off! The fastest way to find out if the marketplace is featuring any specials is to speak to the dockworker at the bottom of the ramp in the marketplace area. He always reveals which merchants have special items or limited time sales, if any.



# LIFE IN THE VILLAGE

As quests are completed in the offline single player version of the game, things change in the village of Kokoto. NPCs respond differently to the hunter, eventually taking on a tone of awe and respect. Completion of certain quests causes immediate changes in the village.

For instance, clearing the quest titled "Your First Monster Hunt!" not only unlocks the Quest Level 1 quest, but the walking peddler appears in Kokoto Village. This man enters from the northwest, crosses through the square and exits below the normal item shop. Speak with this man to view his list of items, which includes several rare finds as well as the Book of Combos and monster reference volumes.



After clearing the Urgent Quest required to unlock Quest Level 5, "Attack of the Rathalos", speak with the Village Chief. He advises you to try to pull the sword out of the stone, located behind the hunter's home. The sword is the Hero's Blade.

Clear the last Quest Level 5 mission, "Horn of the Monoblos", and then speak with the Village Chief to receive a Hunter's Citation, a special ticket that enables the crafting of a powerful weapon. After clearing the Monoblos quest and all other quests, levels 1 – 5, additional Urgent Quests become available when certain conditions are met. For instance, crafting one piece of Vespoid Armor enables the Urgent Quest, "The Shadow in the Cave". Check the Single Player Offline Quests chapter to learn of more secret Urgent Quests, and how to unlock them.

# LIFE IN THE TOWN

Much like life in the offline village, things in the online town change to suit the level of a hunter as he or she rises to prominence. Clear all the Quest Level 1 quests and then speak with the woman at the food shop in the marketplace to receive the Old Lady's Note. This ticket allows for the crafting of a sweet weapon. After clearing all quests in Quest Level 1-6, speak to the Guild Master in the tavern to receive 5 Guild Tickets.

New and better rooms become available at the Guest House when certain quests are cleared. Clear the Quest Level 2 quest "Slay the Gypceros!" to make the Rook Room available. Clear the Quest Level 3 quest, "Slay the Rathalos!" to unlock the Bishop Room. Clear the Quest Level 4 Urgent Quest, "A Giant Dragon Attacks!" to unlock the Queen Room. A new movie becomes unlocked in the Gallery as well. Finally, clear the Quest Level 5 quest, "Basarios: Unseen Peril" to gain access to the King Room.



# WEAPONS

A hunter's abilities are entirely dependent on the weapon they carry. At the outset of the game, the hunter is equipped with the basic Hunter's Knife, an extremely weak weapon that loses its Sharpness rather quickly. By completing quests, accumulating wealth, and gathering required forging materials, the hunter can improve his or her weapons at a shop to increase their attack power and Sharpness. This chapter lists all the weapons available in the game, except for new weapons that might be made available through the online game at an unknown date. Consult this data before creating or improving weapons, to determine if the resulting item truly has the look and attack capabilities desired.

## EXPLANATION OF WEAPONS DATA

### HR

The hunter must reach the predetermined HR level in the online game before the weapon is added to the shop lists. Although the HR level may be listed as "1", the improvement may not become available until the item in boldface type in the Improve Materials or Create Materials column is obtained. In cases where the HR is listed as "Item", the listing of the weapon as a possible creation or improvement is entirely dependent on the obtaining of the item or items in the materials columns listed in boldface type, and is not in anyway determined by HR level.

### R

The level of Rarity of the item, indicated in game as "RARE". The higher the Rarity, the more valuable the item.

### ATTACK

The basic damaging capability of the weapon. This integer is factored into the damage formula listed in the previous chapter, *A Hunter's Life*.

### SPECIAL

Additional traits of the weapon. Elemental or Dragon damage indicates an additional amount of damage possible in each attack attempt. Some weapons provide a Defense bonus while equipped.

### ANCIENT BLADE



### HR R ATT SP SC IMP/CC

1 3 912 None None 60000

### IM

Earth Crystal x60

### CM

None

### IMPROVE MATERIALS

Materials and items required for increasing the level and attack capabilities of a weapon to obtain an all new, more powerful weapon. HR level listed next to an item indicates that an online experience level is required before the item begins appearing in the player's game. Therefore the item cannot be improved until the required HR level is reached **and** the material in boldface is obtained. If this column is blank, the weapon can only be purchased or created from scratch.

### CREATE MATERIALS

Materials and items required in creating an all-new weapon from scratch. If a material or item is listed in boldface type, the weapon is not available to create until the player obtains the specified material or item.

### SHOP COST


The price of purchasing the weapon from an armory, without need of materials. Generally, the purchase price of a weapon is double the cost of the price to create the weapon.


### IMPROVE/CREATE COST

The price of either forging the item using gathered materials or improving a previously owned weapon to obtain the listed equipment piece. Improve/Create costs also represent the value at which the weapon can be sold.

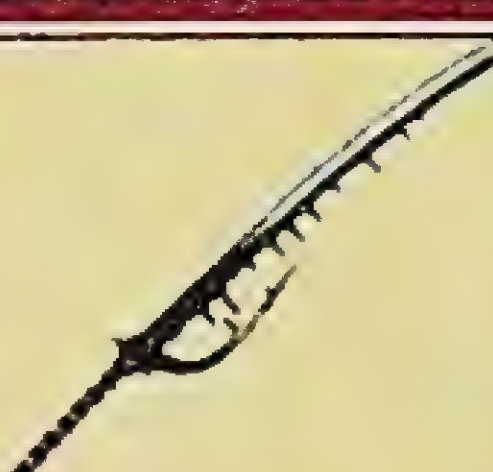


# GREAT SWORDS


AGITO	HR	R	ATT	SP	SC	IMP/CC
	1	1	480	None	None	2850z
<b>IM</b>	Piscine Jaw x1, Velociprey Fang x5					
<b>CM</b>	Piscine Jaw x1, Piscine Fang x4, Lg Monster Bone x1, Machalite Ore x1					

AGITO+	HR	R	ATT	SP	SC	IMP/CC
	1	1	528	None	None	3450z
<b>IM</b>	Med Monster Bone x5, Velociprey Fang x5					
<b>CM</b>	None					


ANCIENT BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	3	912	None	None	6000z
<b>IM</b>	Earth Crystal x60					
<b>CM</b>	None					


BLACK KATANA MKI	HR	R	ATT	SP	SC	IMP/CC
	13	3	720	Defense +1	None	4350z
<b>IM</b>	Homet Bladefin x2(HR13), Hometaur Shell x5, Demondrug x1					
<b>CM</b>	None					

BLACK KATANA MKII	HR	R	ATT	SP	SC	IMP/CC
	13	3	864	Defense +2	None	5850z
<b>IM</b>	Homet Bladefin x5(HR13), Hometaur Shell x10, Mega Demondrug x1					
<b>CM</b>	None					


BONE	HR	R	ATT	SP	SC	IMP/CC
	Item 1	384	None	None	None	600z
<b>IM</b>	None					
<b>CM</b>	Bone x1					


BONE BLADE	HR	R	ATT	SP	SC	IMP/CC
	NA	1	336	None	2700z	1350z
<b>IM</b>	None					
<b>CM</b>	Sm Monster Bone 3					


BONE BLADE+	HR	R	ATT	SP	SC	IMP/CC
	1	1	432	None	None	2250z
<b>IM</b>	Sm Monster Bone x3					
<b>CM</b>	None					


BONE KATANA "DRAGON"	HR	R	ATT	SP	SC	IMP/CC
	13	2	816	None	None	7350z
<b>IM</b>	Dragonite Ore x9(HR13), Blos Fang x3					
<b>CM</b>	None					


BONE KATANA "SHARK"	HR	R	ATT	SP	SC	IMP/CC
	13	2	720	None	None	6150z
<b>IM</b>	Dragonite Ore x7(HR13), Piscine Fang x5					
<b>CM</b>	None					


BONE KATANA "WOLF"	HR	R	ATT	SP	SC	IMP/CC
	2	624	None	None	5250z	
<b>IM</b>	None					
<b>CM</b>	Dragonite Ore x5, Machalite Ore x15, Wyvern Fang x7					


BUSTER BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	1	480	None	None	2850z
<b>IM</b>	Iron Ore x25, Earth Crystal x10					
<b>CM</b>	None					


BUSTER SWORD	HR	R	ATT	SP	SC	IMP/CC
	1	1	384	None	None	1650z
<b>IM</b>	Iron Ore x6, Earth Crystal x2					
<b>CM</b>	Machalite Ore x3, Iron Ore x20, Earth Crystal x10					

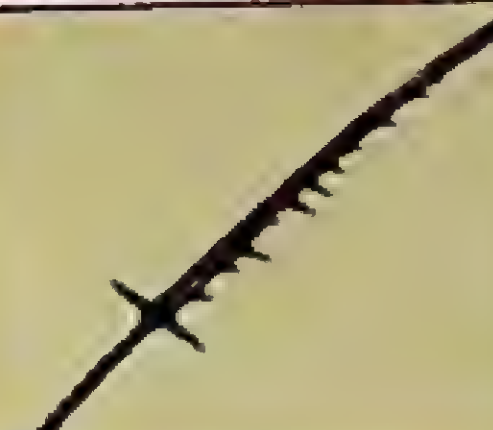
BUSTER SWORD+	HR	R	ATT	SP	SC	IMP/CC
	1	1	432	None	None	2250z
<b>IM</b>	Iron Ore x8, Earth Crystal x3					
<b>CM</b>	None					


CHROME RAZOR	HR	R	ATT	SP	SC	IMP/CC
	Item 5	912	Poison 42	None	15000z	
<b>IM</b>	None					
<b>CM</b>	Gold Ticket x10, Lao-Shan's Plate x1, Rathalos Plate x1, Rathian Plate x1					

DARK SCYTHE	HR	R	ATT	SP	SC	IMP/CC
	13	3	912	None	None	13350z
<b>IM</b>	Monoblos Spine x5, Monoblos Shell x5, Union Ore x2(HR13)					
<b>CM</b>	None					


DEFENDER	HR	R	ATT	SP	SC	IMP/CC
	1	2	528	Defense +3	None	4650z
<b>IM</b>	Iron Ore x10, Disk Stone x5					
<b>CM</b>	None					

DEFENDER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	576	Defense +4	None	6750z
<b>IM</b>	Iron Ore x15, Disk Stone x10, Machalite Ore x5					
<b>CM</b>	None					


DIVINE SLASHER	HR	R	ATT	SP	SC	IMP/CC
	1	4	960	None	None	10000z
<b>IM</b>	Machalite Ore x30, Blos Fang x20, Piscine Fang x20					
<b>CM</b>	Silver Ticket x15, Pale Lips x1, Giant Beak x1, Blos Jaw x1					


DRAGON AGITO	HR	R	ATT	SP	SC	IMP/CC
	1	1	576	None	None	4350z
<b>IM</b>	Med Monster Bone x7, Piscine Fang x3					
<b>CM</b>	None					

DRAGON MASSACRE	HR	R	ATT	SP	SC	IMP/CC
	17	4	768	Dragon 52	None	10000z
<b>IM</b>	Rathian Plate x5, Rathalos Plate x5(HR17)					
<b>CM</b>	None					

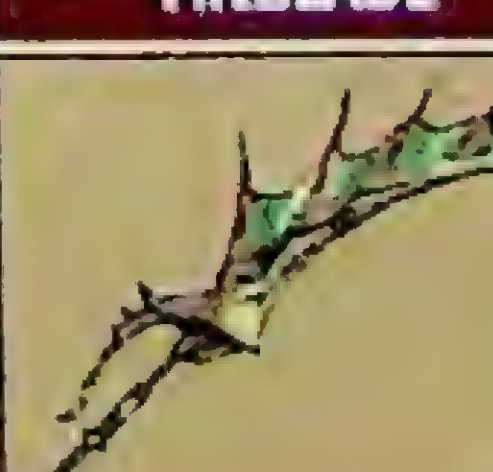
DRAGONSLAYER	HR	R	ATT	SP	SC	IMP/CC
	Item 4	672	Dragon 33	None	5000z	
<b>IM</b>	None					
<b>CM</b>	Lao-Shan's Plate x1, Lao-Shan's Scale x10, Rathalos Scale x10, Rathian Scale x10					

EAGER CLEAVER	HR	R	ATT	SP	SC	IMP/CC
	1	4	420	Thunder 46	None	4800z
<b>IM</b>	Machalite Ore x35, Earth Crystal x50, Electro Sac x5					
<b>CM</b>	Silver Ticket x10, Lao-Shan's Scale x1, spoid Bladefin x1, Homet Bladefin x1					


ETERNAL ANNIHILATOR	HR	R	ATT	SP	SC	IMP/CC
	5	5	915	Dragon 43	None	15000z
<b>IM</b>	Silver Ticket x5(HR5), Wyvern Fang x99, Wyvern Claw x99					
<b>CM</b>	None					


EXECUTIONER	HR	R	ATT	SP	SC	IMP/CC
	13	3	816	None	None	9750z
<b>IM</b>	Lg Monster Bone x10, Mega Demondrug x1, Union Ore x1(HR13)					
<b>CM</b>	None					


EXECUTIONER+	HR	R	ATT	SP	SC	IMP/CC
	13	3	864	None	None	11550z
<b>IM</b>	Lg Monster Bone x15, Mega Demondrug x2, Union Ore x1(HR13)					
<b>CM</b>	None					


FINBLADE	HR	R	ATT	SP	SC	IMP/CC
	Item 3	480	Water 28	None	5100z	
<b>IM</b>	None					
<b>CM</b>	Union Ore x1, Plesioth Fin x3, Monster Fluid x1, Lg Monster Bone x2					




FINBLADE+	HR	R	ATT	SP	SC	IMP/CC
	1	3	624	Water 34	None	14250z
IM	Med Monster Bone x2, Plesioth Fin x3, Demondrug x1					
CM	None					


FIRE DRAGONSWORD	HR	R	ATT	SP	SC	IMP/CC
	Item 5	864	Dragon 26	None	2050z	
IM	None					
CM	Lao-Shan's Horn x1, Firestone x12, Commendation x5					


FROZEN TUNA	HR	R	ATT	SP	SC	IMP/CC
	Item 1	480	Water 33	None	4800z	
IM	None					
CM	Spearfuna x1, Cool Drink x3					

GOLEM BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	624	None	None	5250z
IM	Lg Monster Bone x2, Wyvern Fang x5					
CM	None					

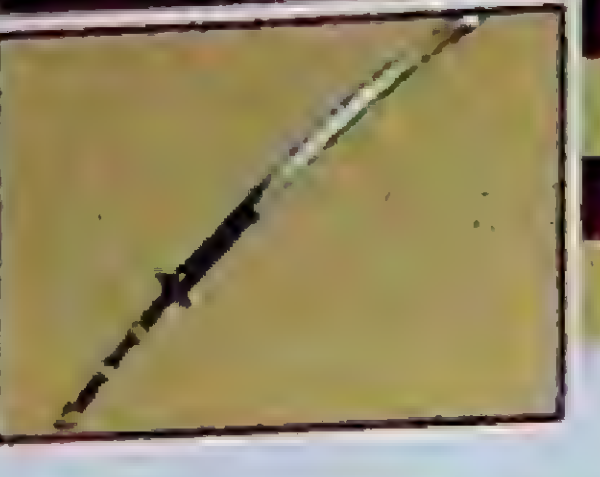
GOLEM BLADE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	672	None	None	6150z
IM	Lg Monster Bone x2, Bls Fang x1, Monster Fluid x1					
CM	None					


GREAT SERPENTBLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	624	None	None	4350z
IM	Velocidrome Claw x4, Med Monster Bone x2, Lightcrystal x1					
CM	None					

HALBERD	HR	R	ATT	SP	SC	IMP/CC
	2	854	None	None	5250z	
IM	None					
CM	Dragonite Ore x1, Iron Ore x30, Med Monster Bone x1					


HALBERD+	HR	R	ATT	SP	SC	IMP/CC
	13	2	816	None	None	5250z
IM	Dragonite Ore x1(HR13), Iron Ore x10, Earth Crystal x5					
CM	None					


IRON KATANA	HR	R	ATT	SP	SC	IMP/CC
	1	2	480	None	None	2850z
IM	Iron Ore x10, Earth Crystal x10					
CM	None					

IRON KATANA "GOSPEL"	HR	R	ATT	SP	SC	IMP/CC
	1	2	624	None	None	4350z
IM	Machalite Ore x14, Earth Crystal x20					
CM	None					

IRON KATANA "GRACE"	HR	R	ATT	SP	SC	IMP/CC
	1	2	528	None	None	3450z
IM	Machalite Ore x7, Earth Crystal x15					
CM	None					

IRON SWORD	HR	R	ATT	SP	SC	IMP/CC
	NA	1	288	None	2100z	1050z
IM	None					
CM	Iron Ore x3					

IRON SWORD+	HR	R	ATT	SP	SC	IMP/CC
	1	1	336	None	None	1350z
IM	Iron Ore x2					
CM	None					

JUDGMENT	HR	R	ATT	SP	SC	IMP/CC
	13	2	768	None	None	5250z
IM	Dragonite Ore x5(HR13), Machalite Ore x5, Earth Crystal x5					
CM	None					

LACERATOR BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	624	1	None	5250z
IM	Machalite Ore x7, Rathian Claw x2, Rathalos Claw x4					
CM	None					


LACERATOR BLADE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	720	2	None	7950z
IM	Machalite Ore x14, Rathian Claw x4, Rathalos Claw x2					
CM	None					


LARGE BONE	HR	R	ATT	SP	SC	IMP/CC
	1	1	576	None	None	750z
IM	Earth Crystal x1					
CM	None					

LEGENDARY GREAT SWD	HR	R	ATT	SP	SC	IMP/CC
	1	3	864	None	None	30000z
IM	Earth Crystal x40					
CM	None					

PLESIOTH WATERSWORD	HR	R	ATT	SP	SC	IMP/CC
	1	3	768	Water 46	None	44550z
IM	Med Monster Bone x2, Plesioth Fin x3, Mega Demondrug x1					
CM	None					

RATHALOS FRESWORD	HR	R	ATT	SP	SC	IMP/CC
	1	3	672	Fire 48	None	41250z
IM	Rathalos Wing x1, Flame Sac x1, Rathalos Claw x4					
CM	None					

RAVAGER BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	528	None	None	3450z
IM	Iron Ore x10, Machalite Ore x5, Earth Crystal x10					
CM	None					


RAVAGER BLADE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	576	None	None	4350z
IM	Iron Ore x10, Machalite Ore x10, Earth Crystal x10					
CM	None					

RED DRAGONSWORD	HR	R	ATT	SP	SC	IMP/CC
	13	5	960	Dragon 48	None	87150z
IM	Lao-Shan's Horn x3(EV), Commendation x5, Firestone x20(HR13)					
CM	None					


REDWING	HR	R	ATT	SP	SC	IMP/CC
	1	3	624	Fire 33	None	6600z
IM	Rathalos Scale x5, Flame Sac x1, Rathalos Claw x4					
CM	None					

RUSTED GREAT SWORD	HR	R	ATT	SP	SC	IMP/CC
	Item 1	240	None	None	None	1000z
IM	None					
CM	Ruststone (B) x1					


SENTINEL	HR	R	ATT	SP	SC	IMP/CC
	1	2	672	Defense +5	None	10950z
IM	Iron Ore x20, Disk Stone x15, Machalite Ore x10					
CM	None					

SERPENTBLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	432	None	None	2250z
IM	Velocidrome Claw x2, Sm Monster Bone x5, Velociprey Scale x5					
CM	None					





SIEGLINDE	HR	R	ATT	SP	SC	IMP/CC
	1	2	816	Defense +2	None	9750z
<b>IM</b>	Rathian Shell x3, Rathian Scale x6, Mega Demondrug x1					
<b>CM</b>	None					

TARNISHED GREAT SWD	HR	R	ATT	SP	SC	IMP/CC
	1	1	288	None	None	5000z
<b>IM</b>	Earth Crystal x20					
<b>CM</b>	None					


VALKYRIE BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	720	None	None	7350z
<b>IM</b>	Blos Jaw x1, Monster Fluid x2, Rathian Scale x2					
<b>CM</b>	None					

SIEGMUND	HR	R	ATT	SP	SC	IMP/CC
	1	4	864	Defense +1	None	48000z
<b>IM</b>	Crimson Horn x2, Rathalos Shell x10, Monster Fluid x5					
<b>CM</b>	None					

THE GMR CHROME HEART	HR	R	ATT	SP	SC	IMP/CC
	-	-	-	-	-	-
<b>IM</b>	None					
<b>CM</b>	Chrome Voucher x5, Machalite Ore x5, Iron Ore x35, Unknown Skull x1					

VILE SERPENTBLADE	HR	R	ATT	SP	SC	IMP/CC
	1	2	480	None	None	2850z
<b>IM</b>	Velocidrome Claw x3, Sm Monster Bone x10, Velociprey Scale x5					
<b>CM</b>	None					


AGITO	HR	R	ATT	SP	SC	IMP/CC
	1	4	816	Defense +3	None	48000z
<b>IM</b>	Rathian Claw x20, Rathalos Claw x20, Mega Demondrug x5					
<b>CM</b>	Silver Ticket x10, Lao-Shan's Claw x1, Rathalos Claw x1, Rathian Claw x1					

TORMENTOR	HR	R	ATT	SP	SC	IMP/CC
	13	3	960	None	None	15150z
<b>IM</b>	Master's Skull x1(HR13), Unknown Skull x5, Union Ore x3(HR13)					
<b>CM</b>	None					

## HAMMERS



ANVIL HAMMER	HR	R	ATT	SP	SC	IMP/CC
	Item 3	623	Defense +1	None	None	7950z
<b>IM</b>	None					
<b>CM</b>	Dragonite Ore x10, Machalite Ore x15, Iron Ore x50					


ATLAS HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	1	571	None	None	4830z
<b>IM</b>	Med Monster Bone x8, Machalite Ore x1					
<b>CM</b>	None					


BINDER MACE	HR	R	ATT	SP	SC	IMP/CC
	1	4	779	Paralysis 21	None	48000z
<b>IM</b>	Machalite Ore x30, Thunderbug x30, Electro Sac x20					
<b>CM</b>	Silver Ticket x10, Vespoid Abdomen x1, Diablos Tail x1, Rathalos Tail x1					


BONE AXE	HR	R	ATT	SP	SC	IMP/CC
	1	1	519	None	None	3990z
<b>IM</b>	Med Monster Bone x3, Sm Monster Bone x3					
<b>CM</b>	None					

BONE AXE+	HR	R	ATT	SP	SC	IMP/CC
	1	1	575	None	None	7350z
<b>IM</b>	Med Monster Bone x2, Sm Monster Bone x6					
<b>CM</b>	None					


BONE BROADAXE	HR	R	ATT	SP	SC	IMP/CC
	1	1	831	None	None	11970z
<b>IM</b>	Lg Monster Bone x1, Med Monster Bone x3, Monster Fluid x1					
<b>CM</b>	None					


BONE CLUB	HR	R	ATT	SP	SC	IMP/CC
	Item 1	415	None	None	None	840z
<b>IM</b>	None					
<b>CM</b>	Mystery Bone x10					


BONE HAMMER	HR	R	ATT	SP	SC	IMP/CC
	NA 1	363	None	None	3780z	1890z
<b>IM</b>	None					
<b>CM</b>	Sm Monster Bone x4					


BONE HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	1	415	None	None	2310z
<b>IM</b>	Sm Monster Bone x5					
<b>CM</b>	None					

BREATH CORE HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	3	1039	None	None	60000z
<b>IM</b>	Earth Crystal x60					
<b>CM</b>	None					

CACTUS CREAMER	HR	R	ATT	SP	SC	IMP/CC
	Item 1	103	Poison 26	None	None	48000z
<b>IM</b>	None					
<b>CM</b>	King Cactus x1, Cactus Flower x1, Bone x1					


CRYSTAL HAMMER	HR	R	ATT	SP	SC	IMP/CC
	Item 2	623	None	None	None	6090z
<b>IM</b>	None					
<b>CM</b>	Jewel Ticket x1, Lightcrystal x1, Machalite Ore x5, Iron Ore x10					


CRYSTAL NOVA	HR	R	ATT	SP	SC	IMP/CC
	1	2	575	None	None	7350z
<b>IM</b>	Jewel Ticket x2, Lightcrystal x1, Machalite Ore x10					
<b>CM</b>	None					

CYCLO-HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	1	467	None	None	3150z
<b>IM</b>	Med Monster Bone x3, Sm Monster Bone x2					
<b>CM</b>	Lg Monster Bone x1, Med Monster Bone x5, Machalite Ore x3					

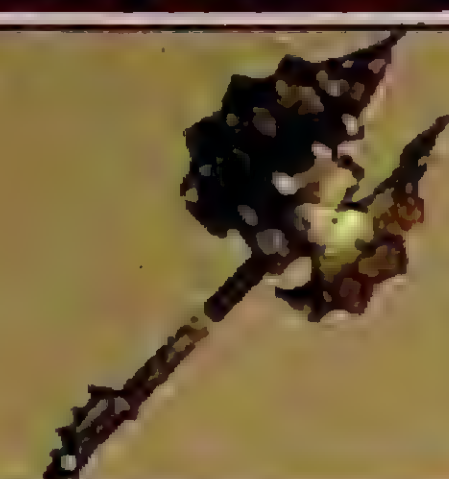
CYCLO-HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	1	519	None	None	3990z
<b>IM</b>	Med Monster Bone x5, Sm Monster Bone x2					
<b>CM</b>	None					




DEAD REVOLVER	HR	R	ATT	SP	SC	IMP/CC
	13	3	935	Fire 29	None	20550z
<b>IM</b>	Dragonite Ore x15(HR13), Wyvern Marrow x2, Firestone x4(HR13)					
<b>CM</b>	None					

GIGATON HAMMER	HR	R	ATT	SP	SC	IMP/CC
	13	2	727	Poison 12/ Defense +3	None	9300z
<b>IM</b>	Dragonite Ore x5(HR13), Gravios Shell x5, Poison Sac x3					
<b>CM</b>	None					


IRON IMPACT+	HR	R	ATT	SP	SC	IMP/CC
	1	2	831	None	None	11970z
<b>IM</b>	Iron Ore x40, Machalite Ore x30, Disk Stone x20					
<b>CM</b>	None					


DIABLO HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	2	519	+2	None	4590z
<b>IM</b>	Med Monster Bone x10, Diablos Tail x1, Iron Ore x5					
<b>CM</b>	None					


GIGATON HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	13	2	779	Poison 18/ Defense +4	None	13260z
<b>IM</b>	Gravios Carapace x5(HR13), Gravios Shell x5, Poison Sac x6					
<b>CM</b>	None					

IRON STRIKER	HR	R	ATT	SP	SC	IMP/CC
	1	2	571	None	None	4830z
<b>IM</b>	Iron Ore x20, Machalite Ore x10, Disk Stone x5					
<b>CM</b>	None					


DIABLO HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	675	+3	None	8550z
<b>IM</b>	Med Monster Bone x10, Diablos Tail x1, Diablos Shell x2					
<b>CM</b>	None					


GRAVITON HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	2	727	Poison 18	None	10860z
<b>IM</b>	Basarios Shell x10, Rathian Spike x12, Machalite Ore x5					
<b>CM</b>	None					

IRON STRIKER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	623	None	None	6090z
<b>IM</b>	Iron Ore x25, Machalite Ore x15, Disk Stone x10					
<b>CM</b>	None					


DIABLOS MAUL	HR	R	ATT	SP	SC	IMP/CC
	1	2	779	+4	None	12690z
<b>IM</b>	Lg Monster Bone x5, Diablos Tail x1, Diablos Shell x2					
<b>CM</b>	None					


GREAT BONE CLUB	HR	R	ATT	SP	SC	IMP/CC
	1	1	623	None	None	1050z
<b>IM</b>	Sm Monster Bone x1					
<b>CM</b>	None					

JAIL HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	3	623	Paralysis 10	None	6840z
<b>IM</b>	Machalite Ore x4, Thunderbug x3, Rubbery Hide x3					
<b>CM</b>	None					

DRAGON DESTROYER	HR	R	ATT	SP	SC	IMP/CC
	Item 5	831	Dragon 17	None	None	50000z
<b>IM</b>	None					
<b>CM</b>	Lao-Shan's Claw x1, Lao-Shan's Scale x5, Lg Monster Bone x3					

GUNHAMMER PROTOTYPE	HR	R	ATT	SP	SC	IMP/CC
	Item 3	779	Fire 20	None	None	12540z
<b>IM</b>	None					
<b>CM</b>	Firestone x4, Dragonite Ore x20, Wyvern Marrow x2, Gunpowder x20					

JAIL HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	3	675	Paralysis 16	None	9600z
<b>IM</b>	Machalite Ore x8, Thunderbug x5, Electro Sac x1					
<b>CM</b>	None					

DRAGONBREAKER	HR	R	ATT	SP	SC	IMP/CC
	8	5	987	Dragon 28	None	100000z
<b>IM</b>	None					
<b>CM</b>	Lao-Shan's Claw x2 (HR9), Lao-Shan's Shell x3(EV), Lightcrystal x2					
<b>CM</b>	None					

IRON DEVIL	HR	R	ATT	SP	SC	IMP/CC
	Item 5	883	Paralysis 18	None	None	150000z
<b>IM</b>	None					
<b>CM</b>	Gold Ticket x10, Gravios Head x1, Velocidrome Head x1, Bullfango Head x1					

KUT-KU CHIN	HR	R	ATT	SP	SC	IMP/CC
	1	2	727	None	None	8610z
<b>IM</b>	Lg Monster Bone x2, Monster Fluid x4, Giant Beak x1					
<b>CM</b>	None					

EARTHSHAKER	HR	R	ATT	SP	SC	IMP/CC
	13	3	779	Defense +2	None	10890z
<b>IM</b>	Earth Crystal x20, Machalite Ore x15, Dragonite Ore x20(HR13)					
<b>CM</b>	None					

IRON HAMMER	HR	R	ATT	SP	SC	IMP/CC
	NA	1	311	None	2940z	1470z
<b>IM</b>	None					
<b>CM</b>	Iron Ore x3					


KUT-KU JAW	HR	R	ATT	SP	SC	IMP/CC
	1	2	779	None	None	10290z
<b>IM</b>	Lg Monster Bone x3, Piscine Fang x10, Mega Demondrug x1					
<b>CM</b>	None					

ENORMOUS HAM	HR	R	ATT	SP	SC	IMP/CC
	Item 1	519	None	None	None	48000z
<b>IM</b>	None					
<b>CM</b>	King Meat x1, BBQ Ticket x30, Raw Meatx10					

IRON HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	1	363	None	None	1890z
<b>IM</b>	Iron Ore x6					
<b>CM</b>	None					


LEGENDARY HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	3	935	None	None	30000z
<b>IM</b>	Earth Crystal x40					
<b>CM</b>	None					

FINISHING HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	4	883	Defense +5	None	48000z
<b>IM</b>	Diablos Tail x10, Diablos Shell x20, Mega Demondrug x5					
<b>CM</b>	Silver Ticket x10, Lao-Shan's Spine x1, Diablos Spine x1, Monoblos Spine x1					

IRON IMPACT	HR	R	ATT	SP	SC	IMP/CC
	1	2	727	None	None	8610z
<b>IM</b>	Iron Ore x30, Machalite Ore x20, Disk Stone x15					
<b>CM</b>	None					

ONSLAUGHT HAMMER	HR	R	ATT	SP	SC	IMP/CC
	13	4	935	Defense +3	None	100000z
<b>IM</b>	Silver Ticket x5(HR5), Iron Ore x99, Dragonite Ore x50(HR13)					
<b>CM</b>	None					




PRISON HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	3	727	Paralysis 19	None	10860z
IM	Machalite Ore x12, Thunderbug x7, Electro Sac x2					
CM	None					


RUSTED HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	1	259	None	None	1000z
IM	None					
CM	Ruststone (D)x1					


SHELL HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	2	675	Poison 9	None	8100z
IM	Basarios Shell x5, Rathian Spike x9, Machalite Ore x5					
CM	None					


SKULLCRUSHER	HR	R	ATT	SP	SC	IMP/CC
	1	2	623	None	None	6090z
IM	Med Monster Bone x10, Wyvern Fang x10					
CM	None					


TEDDYBEAR	HR	R	ATT	SP	SC	IMP/CC
	Item 5	259	Sleep 20	None	None	48000z
IM	None					
CM	Guild Ticket x1, Novacrystal x2, Lightcrystal x1					


TITAN HAMMER	HR	R	ATT	SP	SC	IMP/CC
	13	2	831	Poison 24/ Defense +5	None	17340z
IM	Gravios Carapace x10(HR13), Gravios Shell x5, Poison Sac x9					
CM	None					


WAR HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	1	415	None	None	2310z
IM	Iron Ore x8, Disk Stone x3Machalite Ore x5, Iron Ore x25, Earth Crystal x10					
CM	None					

WAR HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	1	467	None	None	3150z
IM	Iron Ore x10, Disk Stone x6					
CM	None					

WAR MACE	HR	R	ATT	SP	SC	IMP/CC
	1	1	519	None	None	3990z
IM	Iron Ore x30, Disk Stone x9					
CM	None					

SKULLCRUSHER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	675	None	None	7350z
IM	Med Monster Bone x12, Piscine Fang x4, Monster Fluid x2					
CM	None					

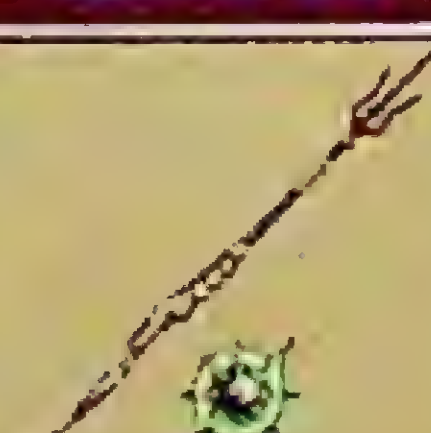
SPIKED HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	2	519	None	None	4830z
IM	Iron Ore x15, Needleberry x15, Catalyst x5					
CM	None					

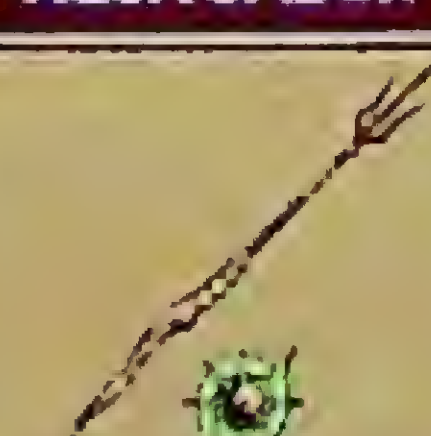
SPIKED HAMMER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	571	None	None	4830z
IM	Iron Ore x20, Needleberry x15, Mega Nutrients x5					
CM	None					

TARNISHED HAMMER	HR	R	ATT	SP	SC	IMP/CC
	1	1	311	None	None	5000z
IM	Earth Crystal x20					
CM	None					


## LANCES





AQUA SPEAR	HR	R	ATT	SP	SC	IMP/CC
	Item 2	229	Water 12	None	None	3000z
IM	None					
CM	Plesioth Fin x2, Cephalos Fin x4, Machalite Ore x5					

AQUA SPEAR+	HR	R	ATT	SP	SC	IMP/CC
	1	2	252	Water 23	None	5010z
IM	Plesioth Fin x4, Cephalos Fin x2, Demondrug x1					
CM	None					

BABEL SPEAR	HR	R	ATT	SP	SC	IMP/CC
	1	2	416	Defense +3	None	10440z
IM	Iron Ore x30, Machalite Ore x20, Genprey Scale x20					
CM	None					


BARBARIAN TUSK	HR	R	ATT	SP	SC	IMP/CC
	1	2	298	None	None	4200z
IM	Lg Monster Bone x2, Machalite Ore x5					
CM	None					

BARBARIAN TUSK+	HR	R	ATT	SP	SC	IMP/CC
	1	2	344	None	None	5890z
IM	Lg Monster Bone x2, Monster Fluid x2					
CM	None					


BARBAROI TUSK	HR	R	ATT	SP	SC	IMP/CC
	1	2	390	None	None	7800z
IM	Lg Monster Bone x7, Ioprey Hide x15, Monster Fluid x6					
CM	None					

BLACK DRAGON SPEAR	HR	R	ATT	SP	SC	IMP/CC
	17	5	551	Dragon 30/ Defense +3	None	150000z
IM	Gold Ticket x10(HR13), Dragonite Ore x5, Fatalis' Eye x1(HR17)					
CM	None					


BONE JAVELIN	HR	R	ATT	SP	SC	IMP/CC
	1	2	183	None	None	1320z
IM	Iron Ore x4, Sm Monster Bone x4					
CM	None					

BONE JAVELIN+	HR	R	ATT	SP	SC	IMP/CC
	1	2	229	None	None	2280z
IM	Iron Ore x8, Sm Monster Bone x8					
CM	None					




BONE LANCE	HR	R	ATT	SP	SC	IMP/CC
	NA	1	160	None	2160z	1080z
IM	None					
CM	Sm Monster Bone x2, Iron Ore x1					


DIABLO SPEAR	HR	R	ATT	SP	SC	IMP/CC
	13	2	505	Defense +3	None	16200z
IM	Diablos Spine x1(HR13), Ancient Potion x1					
CM	None					


IRON KNIGHT'S PIKE	HR	R	ATT	SP	SC	IMP/CC
	Item 3	275	None	None	None	3480z
IM	None					
CM	Dragonlite Ore x5, Machalite Ore x15, Iron Ore x30, Earth Crystal x20					


BONE LANCE+	HR	R	ATT	SP	SC	IMP/CC
	1	1	183	None	None	1320z
IM	Sm Monster Bone x1, Iron Ore x1					
CM	None					


DRAGON KNIGHT'S PIKE	HR	R	ATT	SP	SC	IMP/CC
	13	3	390	Defense +2	None	7440z
IM	Iron Ore x25, Machalite Ore x20, Dragonite Ore x15(HR13)					
CM	None					

IRON LANCE	HR	R	ATT	SP	SC	IMP/CC
	NA	1	137	None	1680z	840z
IM	None					
CM	Iron Ore x3					

CRIMSON LANCE	HR	R	ATT	SP	SC	IMP/CC
	1	3	344	Fire 21	None	8130z
IM	Crimson Horn x1, Monoblos Spine x1, Machalite Ore x5					
CM	None					


DRAGONLANCE	HR	R	ATT	SP	SC	IMP/CC
	Item 4	413	Dragon 29	None	50000z	
IM	None					
CM	Fatalis' Horn x2, Fatalis' Crust x2, Dragonite Ore x5					

IRON LANCE+	HR	R	ATT	SP	SC	IMP/CC
	1	1	160	None	None	1080z
IM	Iron Ore x2					
CM	None					


CRIMSON WAR PIKE	HR	R	ATT	SP	SC	IMP/CC
	1	3	367	Fire 31	None	15840z
IM	Crimson Horn x1, Monoblos Spine x2, Flame Sac x3					
CM	None					


DRAGON LORD	HR	R	ATT	SP	SC	IMP/CC
	17	4	482	Dragon 32	None	100000z
IM	Fatalis' Horn x2(HR17), Fatalis' Crust x1(HR13), Dragonite Ore x10(HR13)					
CM	None					

KNIGHT LANCE	HR	R	ATT	SP	SC	IMP/CC
	1	1	183	None	None	1320z
IM	Iron Ore x5, Earth Crystal x2, Velociprey Hide x3					
CM	Machalite Ore x2, Iron Ore x20, Earth Crystal x8, Velociprey Scale x5					

DARK LANCE	HR	R	ATT	SP	SC	IMP/CC
	Item 2	114	Paralysis 10	None	2070z	
IM	None					
CM	Hornetaur Head x3, Hornet Bladefin x3, Hornetaur Shell x5, Stun Sac x3					


GATLING LANCE	HR	R	ATT	SP	SC	IMP/CC
	13	3	344	Fire 41/ Defense +3	None	43080z
IM	Dragonite Ore x15(HR13), Wyvern Marrow x2, Firestone x4(HR13)					
CM	None					


KNIGHT LANCE+	HR	R	ATT	SP	SC	IMP/CC
	1	1	206	None	None	1800z
IM	Iron Ore x10, Earth Crystal x3, Velociprey Scale x3					
CM	None					

DARK LANCE+	HR	R	ATT	SP	SC	IMP/CC
	13	2	137	Paralysis 13	None	2580z
IM	Hornetaur Head x4(HR13), Monster Fluid x5, Stun Sac x4					
CM	None					


GRAVIOUS SPEAR	HR	R	ATT	SP	SC	IMP/CC
	13	3	413	Poison 24/ Defense +5	None	50040z
IM	Gravios Carapace x4(HR13), Poison Sac x12, Mega Demondrug x2					
CM	None					


KNIGHT SPEAR	HR	R	ATT	SP	SC	IMP/CC
	1	1	229	None	None	2280z
IM	Iron Ore x20, Earth Crystal x15					
CM	None					

DARK SPEAR	HR	R	ATT	SP	SC	IMP/CC
	13	2	160	Paralysis 16	None	4530z
IM	Hornetaur Head x5(HR13), Union Ore x2, Stun Sac x5					
CM	None					


GRAYBURG JAVELIN	HR	R	ATT	SP	SC	IMP/CC
	13	5	482	Defense +4	None	100000z
IM	Dragonite Ore x10, Union Ore x10, Firestone x5(HR13 All)					
CM	Silver Ticket x15, Lao-Shan's Horn x1, Majestic Horn x1, Kirin Horn x1					

LEGENDARY LANCE	HR	R	ATT	SP	SC	IMP/CC
	1	3	413	Defense +4	None	30000z
IM	Earth Crystal x40					
CM	None					

DIABLO HORN	HR	R	ATT	SP	SC	IMP/CC
	Item 2	298	Defense +1	None	4800z	
IM	None					
CM	Diablos Spine x1, Majestic Horn x1, Diablos Shell x3, Dragonite Ore x5					

GUNLANCE PROTOTYPE	HR	R	ATT	SP	SC	IMP/CC
	Item 3	298	Fire 31/ Defense +3	None	14400z	
IM	None					
CM	Firestone x4, Dragonite Ore x20, Wyvern Marrow x2, Gunpowder x20					


LONG TUSK	HR	R	ATT	SP	SC	IMP/CC
	1	1	252	None	None	2760z
IM	Med Monster Bone x6					
CM	None					


DIABLO HORN+	HR	R	ATT	SP	SC	IMP/CC
	13	2	367	Defense +2	None	7440z
IM	Diablos Spine x1(HR13), Mega Demondrug x1					
CM	None					


HELLFIRE	HR	R	ATT	SP	SC	IMP/CC
	1	3	275	Fire 34	None	12480z
IM	Rathalos Shell x6, Wyvern Marrow x1, Mega Demondrug x1					
CM	None					

LONGHORN	HR	R	ATT	SP	SC	IMP/CC
	1	1	206	None	None	1800z
IM	Med Monster Bone x2					
CM	Lg Monster Bone x1, Sm Monster Bone x10, Machalite Ore x2					

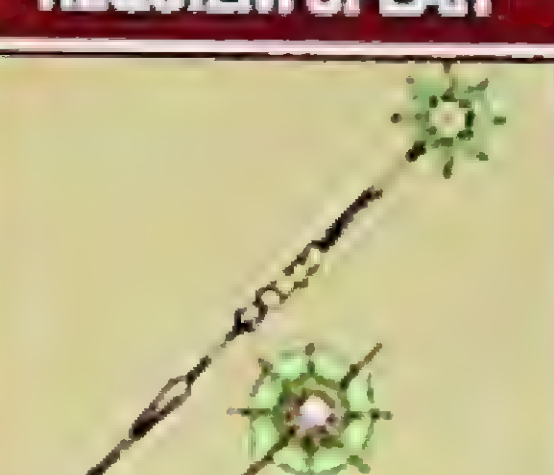


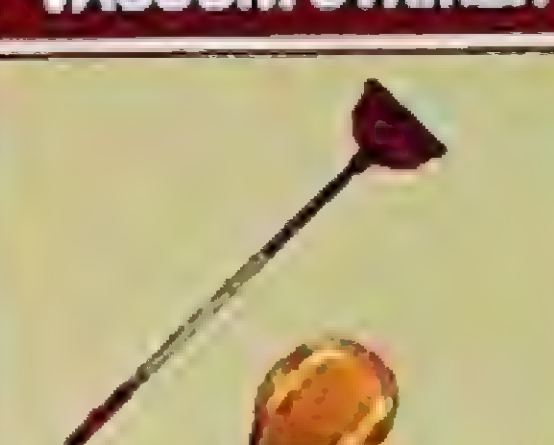
LONGHORN+	HR	R	ATT	SP	SC	IMP/CC
	1	1	229	None	None	2280z
IM	Med Monster Bone x4					
CM	None					


RED TAIL+	HR	R	ATT	SP	SC	IMP/CC
	1	3	229	Fire 26	None	11280z
IM	Rathalos Shell x4, Flame Sac x2, Demondrug x1					
CM	None					


UNDERTAKER	HR	R	ATT	SP	SC	IMP/CC
	1	3	528	Defense +5	None	60000z
IM	Earth Crystal x60					
CM	None					


LULLABY SPEAR	HR	R	ATT	SP	SC	IMP/CC
	Item 3	160	Sleep 16	None	3330z	
IM	None					
CM	Plesioth Fin x3, Cephalos Scale x4, Sleep Sac x1, Demondrug x2					


REQUIEM SPEAR	HR	R	ATT	SP	SC	IMP/CC
	1	3	183	Sleep 20	None	10320z
IM	Plesioth Fin x6, Sleep Sac x2, Mega Demondrug x3					
CM	None					


VACUUM STRIKER	HR	R	ATT	SP	SC	IMP/CC
	Item 1	137	Water 27	None	48000z	
IM	None					
CM	Pale Lips x1, Gold Ticket x3					


NATIVE SPEAR	HR	R	ATT	SP	SC	IMP/CC
	Item 3	183	Poison 33	None	48000z	
IM	None					
CM	Master's Skull x1, Gold Ticket x3, Ancient Potion x1					


RUSTED LANCE	HR	R	ATT	SP	SC	IMP/CC
	Item 1	68	None	None	1000z	
IM	None					
CM	Ruststone (C) x1					

VALHALLA	HR	R	ATT	SP	SC	IMP/CC
	Item 3	413	None	None	100000z	
IM	None					
CM	Novacrystal x1, Dragonlite Ore x10, Lightcrystal x5					

NIGHTMARE	HR	R	ATT	SP	SC	IMP/CC
	1	4	206	Sleep 26/ Defense +3	None	48000z
IM	Plesioth Fin x10, Plesioth Scale x15, Sleep Sac x5					
CM	Silver Ticket x10, Lg Lobstershell x1, Sm Lobstershell x1					

SHOCK LANCE	HR	R	ATT	SP	SC	IMP/CC
	13	3	183	Paralysis 20	None	11760z
IM	Dragonite Ore x10(HR13), Thunderbug x3, Rubbery Hide x5					
CM	None					


VENOM LANCE	HR	R	ATT	SP	SC	IMP/CC
	Item 3	275	Poison 12	None	5730z	
IM	None					
CM	Basarios Wing x1, Machalite Ore x20, Iron Ore x10					


OGRE TUSK	HR	R	ATT	SP	SC	IMP/CC
	1	2	459	None	None	12120z
IM	Lg Monster Bone x10, Ioprey Hide x20, Mega Demondrug x2					
CM	None					


SPEAR OF PROMINENCE	HR	R	ATT	SP	SC	IMP/CC
	1	4	321	Fire 34	None	48000z
IM	Rathalos Tail x10, Wyvern Marrow x5, Flame Sac x9					
CM	None					

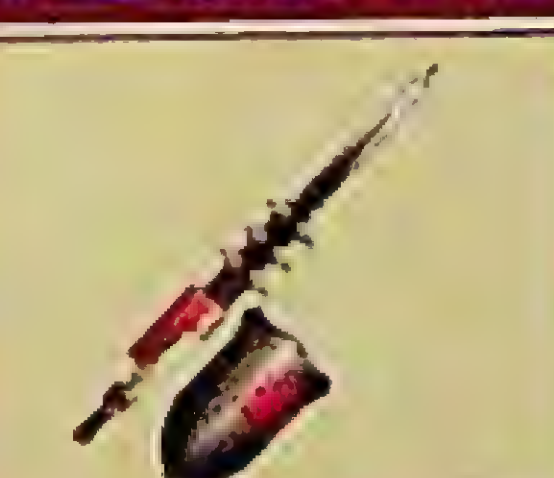
VENOM LANCE+	HR	R	ATT	SP	SC	IMP/CC
	1	3	321	Poison 14	None	7170z
IM	Basarios Shell x4, Machalite Ore x10, Poison Sac x5					
CM	None					

PALADIN LANCE	HR	R	ATT	SP	SC	IMP/CC
	1	2	275	None	None	3480z
IM	Iron Ore x15, Machalite Ore x4, Earth Crystal x5					
CM	None					

SPIKED SPEAR	HR	R	ATT	SP	SC	IMP/CC
	1	2	275	None	None	3480z
IM	Machalite Ore x3, Med Monster Bone x1					
CM	None					

VENOM SPEAR	HR	R	ATT	SP	SC	IMP/CC
	13	3	367	Poison 18/ Defense +4	None	45240z
IM	Gravios Wing x1, Gravios Head x1, Dragonite Ore x5(HR13 All)					
CM	None					

PALADIN LANCE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	321	None	None	4920z
IM	Iron Ore x15, Machalite Ore x8, Earth Crystal x5					
CM	None					

STEEL KNIGHT'S PIKE	HR	R	ATT	SP	SC	IMP/CC
	13	3	321	None	None	5520z
IM	Iron Ore x20, Machalite Ore x15, Dragonite Ore x10(HR13)					
CM	None					

RAMPART	HR	R	ATT	SP	SC	IMP/CC
	1	2	367	Defense +2	None	7440z
IM	Iron Ore x20, Machalite Ore x10, Commendation x1					
CM	None					

TARNISHED LANCE	HR	R	ATT	SP	SC	IMP/CC
	1	1	114	None	None	5000z
IM	Earth Crystal x20					
CM	None					

RED TAIL	HR	R	ATT	SP	SC	IMP/CC
	1	3	206	Fire 20	None	4050z
IM	Rathalos Tail x1, Rathalos Shell x2, Flame Sac x1					
CM	None					

TRIDENT	HR	R	ATT	SP	SC	IMP/CC
	13	3	229	Paralysis 24	None	12480z
IM	Dragonite Ore x15(HR13), Electro Sac x10, Rubbery Hide x5					
CM	None					







# SWORDS

## ASSASSIN'S DAGGER

HR	R	ATT	SP	SC	IMP/CC
1	1	195	None	None	2460z
<b>IM</b>					
Iron Ore x4, Earth Crystal x5					
<b>CM</b>					
None					



## BLACK DRAGON SWORD

HR	R	ATT	SP	SC	IMP/CC
17	5	321	Dragon 32/ Defense +4	None	150000z
<b>IM</b>					
Gold Ticket x10, Fatalis' Shell x2, Fatalis' Crust x1					
<b>CM</b>					
None					



## BLAZING FALCHION

HR	R	ATT	SP	SC	IMP/CC
1	3	237	Fire 38	None	41340z
<b>IM</b>					
Rathalos Scale x6, Wyvern Marrow x3, Flame Sac x4					
<b>CM</b>					
None					



## BONE KRIS

HR	R	ATT	SP	SC	IMP/CC
NA	1	97	None	1080z	540z
<b>IM</b>					
None					
<b>CM</b>					
Sm Monster Bone x2					



## BONE KRIS+

HR	R	ATT	SP	SC	IMP/CC
1	1	125	None	None	900z
<b>IM</b>					
Sm Monster Bone x1					
<b>CM</b>					
None					



## BONEPICK

HR	R	ATT	SP	SC	IMP/CC
1	1	153	None	None	1380z
<b>IM</b>					
Sm Monster Bone x3, Sm Bone Husk x5					
<b>CM</b>					
Med Monster Bone x3, Sm Monster Bone x10					



## BONEPICK+

HR	R	ATT	SP	SC	IMP/CC
1	1	167	None	None	1740z
<b>IM</b>					
Sm Monster Bone x6, Sm Bone Husk x10					
<b>CM</b>					
1					



## BONESPIKE

HR	R	ATT	SP	SC	IMP/CC
1	1	181	None	None	2100z
<b>IM</b>					
Sm Monster Bone x3, Sm Bone Husk x15					
<b>CM</b>					
None					



## CATBURGLAR

HR	R	ATT	SP	SC	IMP/CC
13	1	27	Paralysis 30	None	36150z
<b>IM</b>					
Gold Ticket x5, Felvine x3					
<b>CM</b>					
None					



## CATSPAW

HR	R	ATT	SP	SC	IMP/CC
Item 1	111	Paralysis 18	None	9660z	
<b>IM</b>					
None					
<b>CM</b>					
Pawprint Stamp x50, Barrel Lid x11					



## CORONA

HR	R	ATT	SP	SC	IMP/CC
1	4	167	Fire 44/ Defense +2	None	48000z
<b>IM</b>					
Wyvern Marrow x5, Rathalos Shell x15, Flame Sac x10					
<b>CM</b>					
Silver Ticket x10, Kirin Hide x1, Gendrome Hide x1, Iodrome Hide x1					



## CRIMSON CLUB

HR	R	ATT	SP	SC	IMP/CC
1	3	167	Fire 14	None	2490z
<b>IM</b>					
Crimson Horn x1, Monoblos Shell x3					
<b>CM</b>					
None					



## DEADLY POISON

HR	R	ATT	SP	SC	IMP/CC
1	3	167	Poison 36	None	37740z
<b>IM</b>					
Ioprey Fang x5, Poison Sac x3, Monster Fluid x2					
<b>CM</b>					
None					



## DEATHPRIZE

HR	R	ATT	SP	SC	IMP/CC
1	3	209	Paralysis 26	None	11940z
<b>IM</b>					
Genprey Fang x5, Stun Sac x4, Monster Fluid x2					
<b>CM</b>					
None					



## DRAGONBLOOD

HR	R	ATT	SP	SC	IMP/CC
17	1	279	Dragon 20	None	100000z
<b>IM</b>					
Fatalis' Horn x2(HR17), Fatalis' Crust x1(HR17), Dragonite Ore x5(HR5)					
<b>CM</b>					
None					



## DRAGONBUSTER

HR	R	ATT	SP	SC	IMP/CC
Item 4	251	Dragon 20	None	50000z	
<b>IM</b>					
None					
<b>CM</b>					
Fatalis' Eye x1, Fatalis' Horn x1, Fatalis' Crust x1					



## ETERNAL STRIFE

HR	R	ATT	SP	SC	IMP/CC
1	3	83	Dragon 52	None	60000z
<b>IM</b>					
Earth Crystal x60					
<b>CM</b>					
None					



## FLAME FALCHION

HR	R	ATT	SP	SC	IMP/CC
1	3	223	Fire 31	None	12900z
<b>IM</b>					
Rathalos Scale x3, Wyvern Marrow x1, Flame Sac x3					
<b>CM</b>					
None					



## FRIGHTBANE

HR	R	ATT	SP	SC	IMP/CC
13	2	279	Thunder 22	None	42060z
<b>IM</b>					
Union Ore x4(HR13), Rubbery Hide x6, Electro Sac x3					
<b>CM</b>					
None					



## HERO'S BLADE

HR	R	ATT	SP	SC	IMP/CC
NA	3	251	Defense +3	NA	NA
<b>IM</b>					
None					
<b>CM</b>					
None					



## HUNTER'S DAGGER

HR	R	ATT	SP	SC	IMP/CC
1	1	139	None	None	1140z
<b>IM</b>					
Iron Ore x2, Earth Crystal x1					
<b>CM</b>					
Machalite Ore x1, Iron Ore x10, Earth Crystal x3					



## HUNTER'S DAGGER+

HR	R	ATT	SP	SC	IMP/CC
1	1	167	None	None	1740z
<b>IM</b>					
Iron Ore x3, Earth Crystal x3					
<b>CM</b>					
None					



## HUNTER'S KNIFE

HR	R	ATT	SP	SC	IMP/CC
NA	1	83	None	840z	420z
<b>IM</b>					
None					
<b>CM</b>					
Iron Ore x1					





## HUNTER'S KNIFE+

HR	R	ATT	SP	SC	IMP/CC
1	1	111	None	None	660z
<b>IM</b>					
Iron Ore x1					
<b>CM</b>					
None					






HYDRA BITE	HR	R	ATT	SP	SC	IMP/CC
	1	3	83	Poison 20	None	9420z
IM	Sm Monster Bone x3, Ioprey Fang x15, Ioprey Hide x5					
CM	None					


HYDRA BITE+	HR	R	ATT	SP	SC	IMP/CC
	1	3	125	Poison 28	None	9900z
IM	Med Monster Bone x1, Ioprey Fang x10, Poison Sac x1					
CM	None					


IRON CHEFBLADE	HR	R	ATT	SP	SC	IMP/CC
	1	1	167	None	None	1740z
IM	Earth Crystal x10, BBQ Ticket x5					
CM	None					

KIRIN BOLT	HR	R	ATT	SP	SC	IMP/CC
	Item 2	181	Poison 20	None	2490z	
IM	None					
CM	Kirin Horn x1, Kirin Mane x4, Rubbery Hide x2					


KIRIN BOLT MEGA	HR	R	ATT	SP	SC	IMP/CC
	1	2	209	Poison 30/ Defense +3	None	4710z
IM	Kirin Horn x2, Kirin Mane x4, Kirin Hide x1(EV, all)					
CM	None					


KIRIN BOLT ULTIMUS	HR	R	ATT	SP	SC	IMP/CC
	1	2	223	Poison 34/ Defense +4	None	11940z
IM	Kirin Horn x4, Kirin Mane x4, Kirin Hide x2(EV All)					
CM	None					

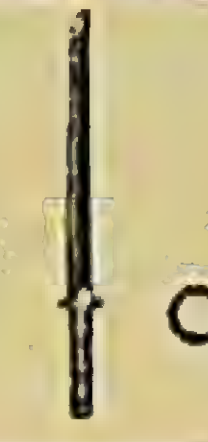
KIRIN BOLT+	HR	R	ATT	SP	SC	IMP/CC
	13	2	195	Poison 25	None	4350z
IM	Kirin Mane x4(EV), Dragonite Ore x5(HR13), Rubbery Hide x4					
CM	None					


KITCHEN KNIFE	HR	R	ATT	SP	SC	IMP/CC
	Item 1	111	None	None	660z	
IM	None					
CM	Old Lady's Note x1, Egg Ticket x1					


LEGENDARY SWORD	HR	R	ATT	SP	SC	IMP/CC
	1	3	349	None	None	30000z
IM	Earth Crystal x40					
CM	None					


MASTER'S BLADE	HR	R	ATT	SP	SC	IMP/CC
	1	3	279	Defense +3	None	48000z
IM	Hunter Citation x1, Commemoration x1, Monoblos Heart x1					
CM	None					


MONOBLOS CLUB	HR	R	ATT	SP	SC	IMP/CC
	1	3	195	Fire 31	None	3210z
IM	Crimson Horn x1, Monoblos Shell x3, Flame Sac x1					
CM	None					

NINJA SWORD	HR	R	ATT	SP	SC	IMP/CC
	Item 1	293	None	None	150000z	
IM	None					
CM	Fatalis' Crust x1, Guild Ticket x1, Egg Ticket x5					

ODYSSEY	HR	R	ATT	SP	SC	IMP/CC
	Item 5	279	Fire 30	None	150000z	
IM	None					
CM	Gold Ticket x10, Gravois Wing x1, Basarios Wing x1, Rathalos Wing x1					


POISON AXE	HR	R	ATT	SP	SC	IMP/CC
	1	3	223	Poison 18	None	12420z
IM	Med Monster Bone x4, Rubbery Hide x2, Poison Sac x2					
CM	None					


POISON BATTLEAXE	HR	R	ATT	SP	SC	IMP/CC
	1	3	237	Poison 28	None	39900z
IM	Med Monster Bone x6, Rubbery Hide x4, Poison Sac x4					
CM	None					


RED SABER	HR	R	ATT	SP	SC	IMP/CC
	1	2	195	Fire 24	None	3210z
IM	Rathalos Shell x2, Wyvern Marrow x1					
CM	None					


RED SABER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	209	Fire 27	None	5910z
IM	Rathalos Shell x2, Wyvern Marrow x1, Flame Sac x2					
CM	None					


RUSTED SWORD	HR	R	ATT	SP	SC	IMP/CC
	Item 1	41	None	None	1000z	
IM	None					
CM	Ruststone (A) x1					

SANDMAN FINSWORD	HR	R	ATT	SP	SC	IMP/CC
	1	2	167	Sleep 23	None	10740z
IM	Plesioth Fin x4, Cephalos Fin x2, Sleep Sac x3					
CM	None					


SERPENT BITE	HR	R	ATT	SP	SC	IMP/CC
	1	2	139	None	None	1140z
IM	Sm Monster Bone x3, Velociprey Fang x4, Velociprey Hide x5					
CM	None					


SERPENT BITE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	167	None	None	1740z
IM	Sm Monster Bone x6, Velociprey Fang x6					
CM	None					


SPIKED BAT	HR	R	ATT	SP	SC	IMP/CC
	13	2	307	Defense +5	None	10860z
IM	Majestic Horn x1, Diablos Spine x1, Wyvern Claw x10					
CM	None					

STUDDED CLUB	HR	R	ATT	SP	SC	IMP/CC
	Item 2	195	Defense +3	None	2940z	
IM	None					
CM	Diablos Spine x1, Twisted Horn x1, Diablos Shell x1, Wyvern Fang x10					


STUDDED CLUB+	HR	R	ATT	SP	SC	IMP/CC
	13	2	237	Defense +4	None	5820z
IM	Twisted Horn x1, Diablos Spine x1(HR13), Wyvern Fang x20					
CM	None					


TARNISHED SWORD	HR	R	ATT	SP	SC	IMP/CC
	1	1	55	None	None	5000z
IM	Earth Crystal x20					
CM	None					


THUNDERBANE	HR	R	ATT	SP	SC	IMP/CC
	Item 2	209	Thunder 16	None	5190z	
IM	None					
CM	Union Ore x2, Dragonite Ore x5, Rubbery Hide x2, Electro Sac x1					


THUNDERBANE+	HR	R	ATT	SP	SC	IMP/CC
	13	2	237	Thunder 18	None	12900z
IM	Union Ore x3, Rubbery Hide x4, Electro Sac x2(HR13)					
CM	None					




THUNDERTIP	HR	R	ATT	SP	SC	IMP/CC
	1	4	321	Thunder 28/ Defense +2	None	10000z
<b>IM</b>						
Thunderbug x20, Electro Sac x10, Rubbery Hide x10						
<b>CM</b>						
Silver Ticket x15, Pale Bone x1, Monoblos Heart x1, King Meat x1						

WEARY FINSWORD	HR	R	ATT	SP	SC	IMP/CC
	1	2	139	Sleep 18	None	3390z
<b>IM</b>						
Plesioth Fin x2, Cephalos Fin x2, Sleep Sac x1						
<b>CM</b>						
None						


WEARY FINSWORD+	HR	R	ATT	SP	SC	IMP/CC
	1	2	153	Sleep 20	None	3630z
<b>IM</b>						
Plesioth Fin x3, Cephalos Fin x2, Sleep Sac x2						
<b>CM</b>						
None						


VIPER BITE	HR	R	ATT	SP	SC	IMP/CC
	1	3	151	Paralysis 18	None	4350z
<b>IM</b>						
Sm Monster Bone x3, Genprey Fang x15, Genprey Hide x5						
<b>CM</b>						
None						


VIPER BITE+	HR	R	ATT	SP	SC	IMP/CC
	1	3	195	Paralysis 22	None	4710z
<b>IM</b>						
Med Monster Bone x1, Genprey Fang x10, Stun Sac x2						
<b>CM</b>						
None						

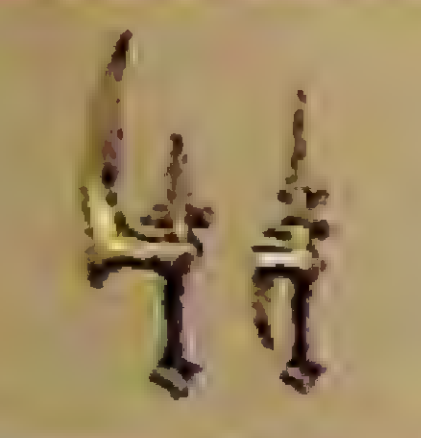



## DUAL SWORDS

BONE SCYTHE	HR	R	ATT	SP	SC	IMP/CC
	1	2	154	None	None	2070z
<b>IM</b>						
Med Monster Bone x2, Sm Bone Husk x15, Velocidrome Claw x2						
<b>CM</b>						
None						


DUAL DIABLO	HR	R	ATT	SP	SC	IMP/CC
	13	3	252	Defense +4	None	9330z
<b>IM</b>						
Twisted Horn x2, Diablos Spine x5(HR13), Monoblos Spine x5						
<b>CM</b>						
None						

GRADIOS ULTIMUS	HR	R	ATT	SP	SC	IMP/CC
	1	4	252	None	None	48000z
<b>IM</b>						
Rathalos Wing x1, Rathian Spike x9, Wyvern Marrow x2						
<b>CM</b>						
None						

BONE SCYTHE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	168	None	None	2510z
<b>IM</b>						
Med Monster Bone x1, Velocidrome Claw x5, Demondrug x1						
<b>CM</b>						
None						


DUAL DIABLO+	HR	R	ATT	SP	SC	IMP/CC
	1	3	336	Defense +5	None	18210z
<b>IM</b>						
Majestic Horn x1, Diablos Shell x5, Monoblos Shell x5						
<b>CM</b>						
None						


GRADIOS+	HR	R	ATT	SP	SC	IMP/CC
	1	3	224	Fire 21	None	7380z
<b>IM</b>						
Rathalos Shell x5, Rathian Shell x5, Wyvern Marrow x1						
<b>CM</b>						
None						

CUTLASS	HR	R	ATT	SP	SC	IMP/CC
	1	3	182	Defense +1, Water 133	None	3900z
<b>IM</b>						
Plesioth Fin x2, Cephalos Fin x2, Demondrug x5						
<b>CM</b>						
None						


DOUBLE DRAGON	HR	R	ATT	SP	SC	IMP/CC
	17	5	254	Dragon 28	None	150000z
<b>IM</b>						
Gold Ticket x4(HR13), Lao-Shan's Horn x4(Event), Fatalis' Horn x4(HR17)						
<b>CM</b>						
None						

GUILD RAPIER	HR	R	ATT	SP	SC	IMP/CC
	13	3	210	Water 14	None	5160z
<b>IM</b>						
Guild Ticket x1(Event), Lightcrystal x5, Dragonite Ore x10						
<b>CM</b>						
None						

CUTLASS+	HR	R	ATT	SP	SC	IMP/CC
	1	3	210	Defense +3, Water 21	None	7860z
<b>IM</b>						
Plesioth Scale x10, Cephalos Scale x10, Mega Demondrug x5						
<b>CM</b>						
None						


DUAL TOMAHAWK	HR	R	ATT	SP	SC	IMP/CC
	Item 2	252	None	None	None	6930z
<b>IM</b>						
Dragonite Ore x5(HR13), Machalite Ore x25, Disk Stone x10						
<b>CM</b>						
None						

GUILD RAPIER+	HR	R	ATT	SP	SC	IMP/CC
	1	3	224	Water 19	None	7380z
<b>IM</b>						
Jewel Ticket x5, Lightcrystal x5, Earth Crystal x30						
<b>CM</b>						
None						

CYCLONE	HR	R	ATT	SP	SC	IMP/CC
	1	3	238	None	None	5850z
<b>IM</b>						
Machalite Ore x10, Disk Stone x20, Earth Crystal x5						
<b>CM</b>						
None						

DUAL TOMAHAWK+	HR	R	ATT	SP	SC	IMP/CC
	13	2	350	None	None	14490z
<b>IM</b>						
Union Ore x10 (HR13), Disk Stone x20, Machalite Ore x20						
<b>CM</b>						
None						

GUILD SABER	HR	R	ATT	SP	SC	IMP/CC
	13	4	238	Water 23	None	8100z
<b>IM</b>						
Jewel Ticket x7, Novacrystal x5(HR13), Union Ore x20						
<b>CM</b>						
None						


DOUBLE DRAGON	HR	R	ATT	SP	SC	IMP/CC
	Item 4	238	Dragon 22	None	None	8100z
<b>IM</b>						
Lao-Shan's Plate x1(HR17), Lao-Shan's Claw x1(HR9), Fatalis' Horn x1 (HR17), Fatalis' Crest x1(HR17)						
<b>CM</b>						
None						

GRADIOS	HR	R	ATT	SP	SC	IMP/CC
	1	3	196	Fire 18	None	5940z
<b>IM</b>						
Rathalos Scale x5, Rathian Scale x5, Flame Sac x5						
<b>CM</b>						
None						


GUILLOTINE	HR	R	ATT	SP	SC	IMP/CC
	13	4	266	Thunder 18	None	10260z
<b>IM</b>						
Kirin Horn x18(Event), Electro Sac x10, Union Ore x20						
<b>CM</b>						
None						




HURRICANE	HR	R	ATT	SP	SC	IMP/CC
	1	2	140	None	None	1710z
<b>IM</b>						
Machalite Ore x5, Disk Stone x10, Earth Crystal x15						
<b>CM</b>						
None						


HURRICANE+	HR	R	ATT	SP	SC	IMP/CC
	1	2	182	None	None	3150z
<b>IM</b>						
Machalite Ore x8, Disk Stone x15, Earth Crystal x10						
<b>CM</b>						
None						

INSECTOR	HR	R	ATT	SP	SC	IMP/CC
	13	3	252	None	None	6930z
<b>IM</b>						
Homet Bladefin x3(HR13), Vespoid Bladefin x20(HR13), Union Ore x10(HR13)						
<b>CM</b>						
None						

INSECTOR+	HR	R	ATT	SP	SC	IMP/CC
	13	4	322	None	None	12330z
<b>IM</b>						
Homet Bladefin x5(HR13), Vespoid Bladefin x30(HR13), Monster Fluid x10						
<b>CM</b>						
None						

PROTOTYPE SAW-SLICER	HR	R	ATT	SP	SC	IMP/CC
	Item 3	224	Thunder 12	None	None	5880z
<b>IM</b>						
Gold Ticket x3(HR13), Dragonfite Ore x25(HR13), Kirin Horn x2(Event), Rubbery Hide x10						
<b>CM</b>						
None						

TWIN DAGGER	HR	R	ATT	SP	SC	IMP/CC
	1	2	98	None	None	810z
<b>IM</b>						
Machalite Ore x1, Iron Ore x5, Earth Crystal x5						
<b>CM</b>						
None						

TWIN DAGGER+	HR	R	ATT	SP	SC	IMP/CC
	1	2	112	None	None	990z
<b>IM</b>						
Machalite Ore x2, Iron Ore x8, Earth Crystal x8						
<b>CM</b>						
None						

## CROSSBOW GUNS



ARBALEST



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	1	156	None	Slow	2400z	1400z	Iron Ore x10, Sm Monster Bone x3
Ammunition Types							
Normal S: Lv 12, Clust S: Lv 1, Pierce S: Lv 1, Disc S, Pellet S: Lv 1, Recov S: Lv 12, Crag S: Lv 1, Stun S: Lv 12, Tranq S, Paint S							
ModLvl 2 Cost (Atk +6)		ModLvl 3 Cost (Atk +6)		ModLvl 4 Cost (Atk +6)		ModLvl 5 Cost (Atk +6)	
560z		840z		2240z		4200z	
				Silencer	Long Barrel		Zoom Scope
				1120z	840z		840z

ARBALEST+



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	2	168	None	Slow	None	2000z	Machalite Ore x1, Iron Ore x15, Sm Monster Bone x10, Sm Bone Husk x7
Ammunition Types							
Normal S: Lv12, Clust S: Lv12, Pierce S: Lv12, Disk S, Sleep S: Lv12, Pellet S: Lv12, Tranq S, Crag S: Lv12, Poison S: Lv 12 Paint S							
ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope	
800z	1200z	3200z	6000z	1600z	1200z	1200z	

CROSSBOW GUN



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	1	96	None	Normal	1800z	900z	Iron Ore x4, Sm Monster Bone x2

Ammunition Types

Normal S: Lv12, Pierce S: Lv1, Recov S: Lv12, Crag S: Lv1, Poison S: Lv12, Stun S: Lv12, Sleep S: Lv12, Tranq S, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
360z	540z	1440z	2700z	720z	540z	540z

CROSSBOW GUN+



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	1	102	None	Normal	None	1200z	Machalite Ore x4, Iron Ore x10

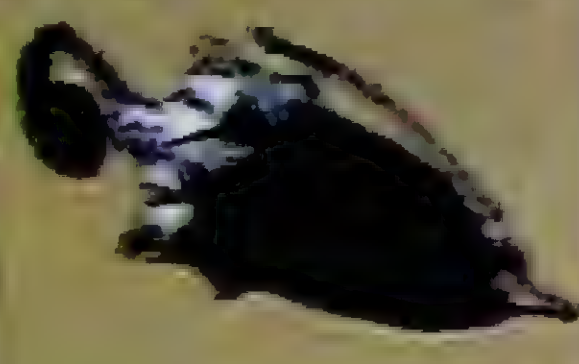
Ammunition Types

Normal S: Lv12, Pierce S: Lv1, Recov S: Lv12, Clust S: Lv1, Stun S: Lv12, Demon S, Sleep S: Lv12, Armor S, Pellet S: Lv1, Tranq S, Crag S: Lv1, Poison S: Lv12, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
480z	720z	1920z	3600z	960z	720z	720z



### DARK PARASOL



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
17	5	96	None	Slow	None	3000z	Lost Umbrella x1, Fatalis' Webbing x1, Machalite Ore x5, Iron Ore x20
<b>Ammunition Types</b>							
Normal S: Lv123, Stun S: Lv12, Demon S, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv123, Recov S: Lv12, Tranq S, Crag S: Lv12, Poison S: Lv12, Paint S, Dung S, Antidote S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
1200z	1800z	4800z	9000z	2400z	1800z	1800z	

### DEMON LOCK



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
7	5	108	None	Slow	None	1000z	Ruststone (E) x1
<b>Ammunition Types</b>							
Normal S: Lv123, Chest S: Lv123, Stun S: Lv2, Demon S, Pierce S: Lv1, Sleep S: Lv2, Armor S, Pellet S: Lv1, Recov S: Lv2, Tranq S, Crag S: Lv123, Poison S: Lv2, Paint S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
1200z	1800z	4800z	9000z	2400z	1800z	1800z	

### FLECHETTE GUN



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	5	224	None	Fast	None	6800z	Vespoid Abdomen x1, Hornetaur Shell x5, Dragonlite Ore x3, Machalite Ore x5
<b>Ammunition Types</b>							
Normal S: Lv12, Chest S: Lv12, Stun S: Lv12, Demon S, Pierce S: Lv12, Disk S, Pellet S: Lv12, Tranq S, Dragon S, Crag S: Lv12, Poison S: Lv12, Paint S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
2720z	4080z	10880z	26400z	5400z	4080z	4080z	

### GRENADE LAUNCHER



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	4	122	None	Fast	None	3200z	Dragonlite Ore x10, Union Ore x5, Machalite Ore x20
<b>Ammunition Types</b>							
Normal S: Lv12, Chest S: Lv12, Pierce S: Lv12x, Disk S, Pellet S: Lv12, Tranq S, Crag S: Lv12, Poison S: Lv12, Paint S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
1280z	1920z	5120z	9600z	2560z	1920z	1920z	

### HORNET GUN



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	2	120	None	Slow	None	2800z	Homet Bladefin x5, Hornetaur Wing x20, Monster Fluid x4, Machalite Ore x10
<b>Ammunition Types</b>							
Normal S: Lv123, Stun S: Lv12, Pierce S: Lv1, Sleep S: Lv12, Pellet S: Lv1, Recov S: Lv12, Tranq S, Crag S: Lv123, Poison S: Lv12, Paint S, Dung S, Antidote S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
1120z	1680z	4480z	8400z	2240z	1680z	1680z	

### INJECTOR CANNON



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	4	192	None	Slow	None	6400z	Dragonlite Ore x10, Machalite Ore x10, Vespoid Shell x10, Hornetaur Shell x20
<b>Ammunition Types</b>							
Normal S: Lv123, Stun S: Lv12, Demon S, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv123, Recov S: Lv12, Tranq S, Dragon S, Crag S: Lv123, Poison S: Lv12, Paint S, Dung S, Antidote S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
2560z	3840z	10240z	19160z	5120z	3840z	3840z	

### LAO-SHAN LUNG CANNON



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
17	5	300	Defense +5	Fast	None	12000z	Lao-Shan's Shell x4, Lao-Shan's Spine x1, Rathalos Plata x3, Dragonlite Ore x20
<b>Ammunition Types</b>							
Normal S: Lv23, Chest S: Lv3, Pierce S: Lv3, Disk S, Pellet S: Lv3, Tranq S, Crag S: Lv3, Poison S: Lv2, Paint S							
<b>ModLvl 2 Cost (Atk +6)</b>	<b>ModLvl 3 Cost (Atk +6)</b>	<b>ModLvl 4 Cost (Atk +6)</b>	<b>ModLvl 5 Cost (Atk +6)</b>	<b>Silencer</b>	<b>Long Barrel</b>	<b>Zoom Scope</b>	
4800z	7200z	19200z	36000z	9600z	7200z	7200z	



### MAELSTROM



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	4	84	None	Normal	None	3000z	Union Ore x5, Machalite Ore x5, Plesioth Scale x5, Plesioth Fin x4

#### Ammunition Types

Normal S: Lv12, Clust S: Lv123, Stun S: Lv12 Demon S, Pierce S: Lv123, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv123, Recov S: Lv12, Tranq S, Crag S: Lv123, Poison S: Lv12, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
1200z	1800z	4800z	9000z	2400z	1800z	1800z

### METEOR CANNON



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	4	192	None	Slow	None	3000z	Firestone x2, Dragonlite Ore x15, Machalite Ore x20

#### Ammunition Types

Normal S: Lv123 Stun S: Lv1, Pierce S: Lv123, Disk S, Sleep S: Lv1, Tranq S, Crag S: Lv123, Paint S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
1200z	1800z	4800z	9000z	2400z	1800z	1800z

### QUICKCASTER



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
13	5	168	None	Slow	None	3500z	Kirin Mane x8, Kirin Hide x2, Dragonlite Ore x10, Majestic Horn x2

#### Ammunition Types

Normal S: Lv123, Clust S: Lv2, Stun S: Lv1, Demon S, Pierce S: Lv2, Disk S, Sleep S: Lv1, Armor S, Pellet S: Lv2, Recov S: Lv1, Tranq S, Crag S: Lv2, Poison S: Lv1, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
1400z	2100z	5600z	10500z	2800z	2100z	2100z

### RAPIDCASTER



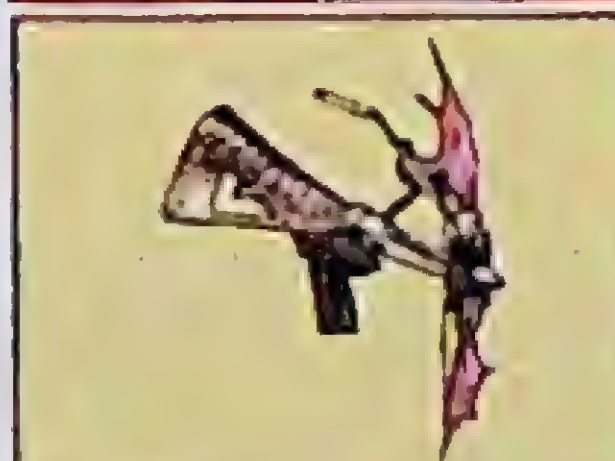
HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	4	144	None	Fast	None	2600z	Machalite Ore x5, Twisted Horn x1, Kelbi Hide x15, Kelbi Horn x2

#### Ammunition Types

Normal S: Lv123, Clust S: Lv1, Stun S: Lv1, Demon S, Pierce S: Lv1, Disk S, Sleep S: Lv1, Armor S, Pellet S: Lv1, Recov S: Lv1, Tranq S, Crag S: Lv1, Poison S: Lv1, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
1040z	1560z	4160z	7800z	2080z	1560z	1560z

### SANDSTORM



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	3	120	None	Fast	None	2200z	Cephalos Scale x5, Cephalos Fin x4, Machalite Ore x5, Iron Ore x10

#### Ammunition Types

Normal S: Lv123, Clust S: Lv1, Stun S: Lv12, Demon S, Pierce S: Lv1, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv1, Recov S: Lv12, Tranq S, Crag S: Lv1, Poison S: Lv12, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
880z	1320z	3520z	6600z	1760z	1320z	1320z

### SHOTGUN (AZURE)



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	2	108	None	Slow	None	1100z	Iron Ore x6, Sm Monster Bone x3, Velociprey Scale x6, Velociprey Hide x4

#### Ammunition Types

Normal S: Lv12, Clust S: Lv1, Demon S, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv12, Recov S: Lv12, Tranq S, Crag S: Lv1, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
440z	660z	1760z	3300z	880z	660z	660z

### SHOTGUN (BLOOD)



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials
1	3	114	None	Slow	None	2400z	Iron Ore x10, Sm Monster Bone x5, Ioprey Scale x10, Ioprey Hide x8

#### Ammunition Types

Normal S: Lv12, Clust S: Lv1, Stun S: Lv12, Demon S, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv123, Recov S: Lv12, Tranq S, Crag S: Lv1, Poison S: Lv12, Paint S, Dung S, Antidote S

ModLvl 2 Cost (Atk +6)	ModLvl 3 Cost (Atk +6)	ModLvl 4 Cost (Atk +6)	ModLvl 5 Cost (Atk +6)	Silencer	Long Barrel	Zoom Scope
960z	1440z	3840z	7200z	1920z	1440z	1440z



### SHOTGUN (EMERALD)



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials	
1	3	108	None	Slow	None	1800z	Iron Ore x8, Sm Monster Bone x4, Genprey Scale x8, Genprey Hide x9	
Ammunition Types								
Normal S: Lv12, Clust S: Lv1, Stun S: Lv12, Demon S, Disk S, Sleep S: Lv12, Armor S, Pellet S: Lv123, Recov S: Lv12, Tranq S, Crag S: Lv1, Paint S, Dung S, Antidote S								
ModLvl 3 Cost (Atk +6)		ModLvl 4 Cost (Atk +6)		ModLvl 5 Cost (Atk +6)		Silencer	Long Barrel	Zoom Scope
1080z		2880z		5400z		1440z	1080z	1080z

### SPARTACUS FIRE



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials	
1	4	120	None	Normal	None	2600z	Rathalos Shell x3, Rathalos Scale x5, Machalite Ore x5, Gunpowder x10	
Ammunition Types								
Normal S: Lv123, Stun S: Lv12, Demon S, Pierce S: Lv123, Recov S: Lv12, Tranq S, Crag S: Lv12, Poison S: Lv12, Paint S								
ModLvl 3 Cost (Atk +5)		ModLvl 4 Cost (Atk +6)		ModLvl 5 Cost (Atk +6)		Silencer	Long Barrel	Zoom Scope
1560z		4160z		7800z		2080z	1560z	1560z

### TANKMAGE



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials	
1	3	180	None	Slow	None	2800z	Rubbery Hide x10, Machalite Ore x10	
Ammunition Types								
Normal S: Lv12, Clust S: Lv12, Stun S: Lv12, Pierce S: Lv1, Disk S, Sleep S: Lv12, Pellet S: Lv123, Tranq S, Crag S: Lv1, Poison S: Lv12, Paint S, Dung S								
ModLvl 3 Cost (Atk +6)		ModLvl 4 Cost (Atk +6)		ModLvl 5 Cost (Atk +6)		Silencer	Long Barrel	Zoom Scope
1680z		4480z		8400z		2240z	1680z	1680z

### TITAN LAUNCHER



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials	
13	4	132	None	Fast	None	3400z	Gravios Carapace x3, Dragonlite Ore x5, Union Ore x3, Machalite Ore x10	
Ammunition Types								
Normal S: Lv12, Clust S: Lv23, Pierce S: Lv23, Disk S, Pellet S: Lv23, Tranq S, Crag S: Lv23, Poison S: Lv12, Paint S								
ModLvl 3 Cost (Atk +6)		ModLvl 4 Cost (Atk +6)		ModLvl 5 Cost (Atk +6)		Silencer	Long Barrel	Zoom Scope
2040z		5440z		10200z		2720z	2040z	2040z

### VALKYRIE FIRE



HR	R	Attack	Special	Reload	Shop Cost	Create Cost	Create Materials	
1	3	108	None	Slow	None	2500z	Rathian Scale x5, Rathian Shell x3, Machalite Ore x5, Gunpowder x10	
Ammunition Types								
Normal S: Lv123, Pierce S: Lv12, Sleep S: Lv12, Armor S, Pellet S: Lv1, Recov S: Lv12, Tranq S, Crag S: Lv12, Paint S								
ModLvl 3 Cost (Atk +6)		ModLvl 4 Cost (Atk +6)		ModLvl 5 Cost (Atk +6)		Silencer	Long Barrel	Zoom Scope
1500z		4000z		7500z		2000z	1500z	1500z

### VOR CANNON



					</			

### YIAN KUI-KU CANNON



				2400z	7200z	Long Barrel 5400z	Zoom Scope 5400z
HR 3	R 4	Attack 240	Special Defense +3	Reload Slow	Shop Cost None	Create Cost 8000z	Create Materials Dragonlite Ore x5, Kut-Ku Ear x2, Rabby Hide x5, Machalite Ore x20
Ammunition Types							
Normal S: Lv123 Clust S: Lv2, Pierce S: Lv2, Disk S, Pellet S: Lv2, Tranq S, Crag S: Lv2, Poison S: Lv2, Paint S							
ModLvl 3 Cost (Atk +6) 4800z		ModLvl 4 Cost (Atk +6) 12800z		ModLvl 5 Cost (Atk +6) 24000z		Silencer 6400z	Long Barrel 4800z
							Zoom Scope 4800z

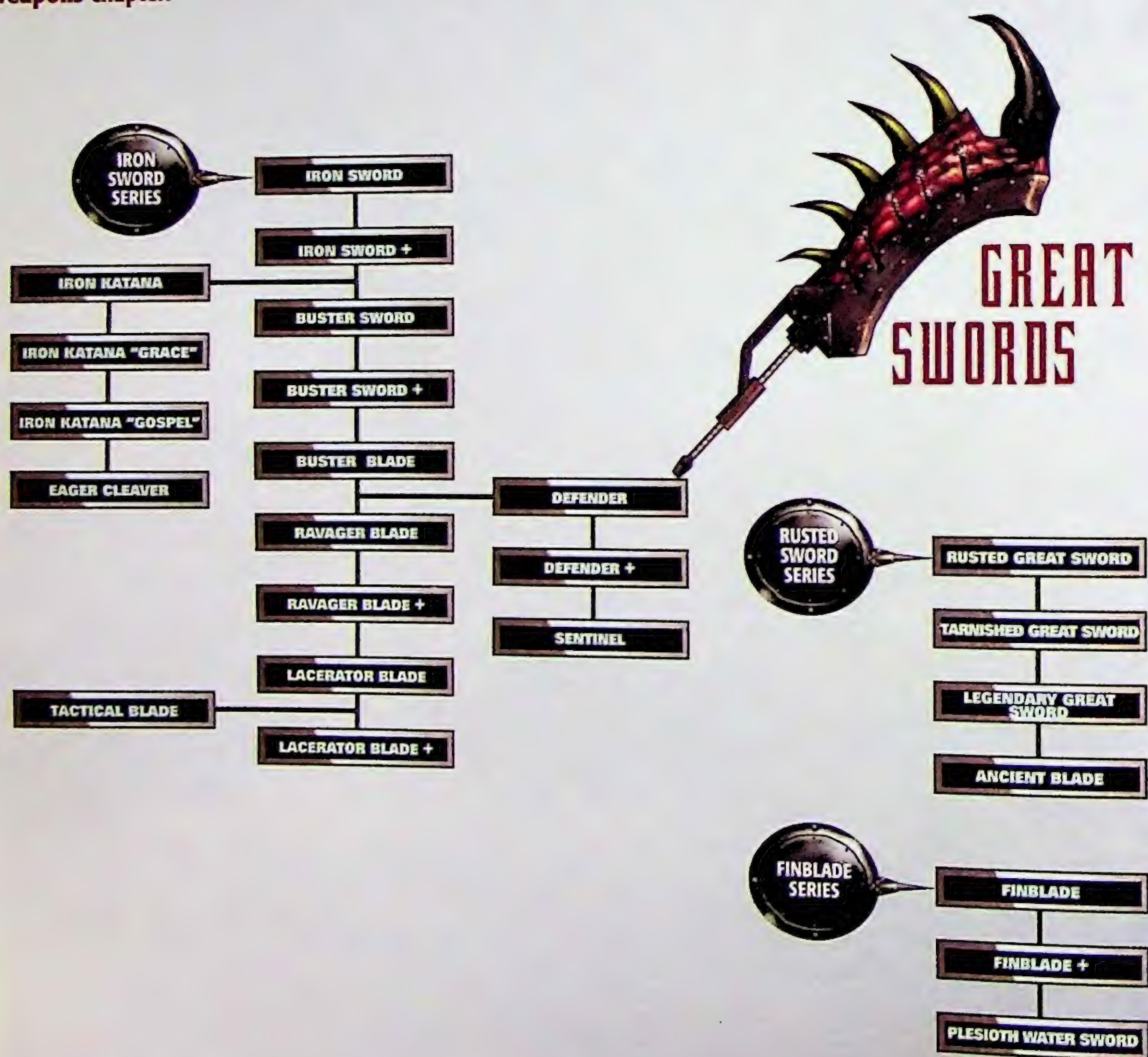






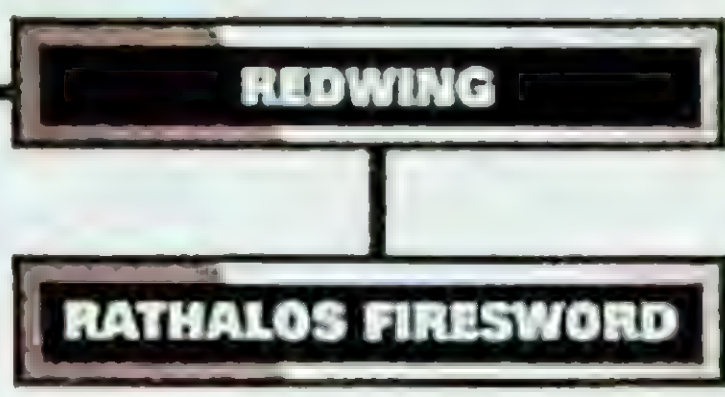
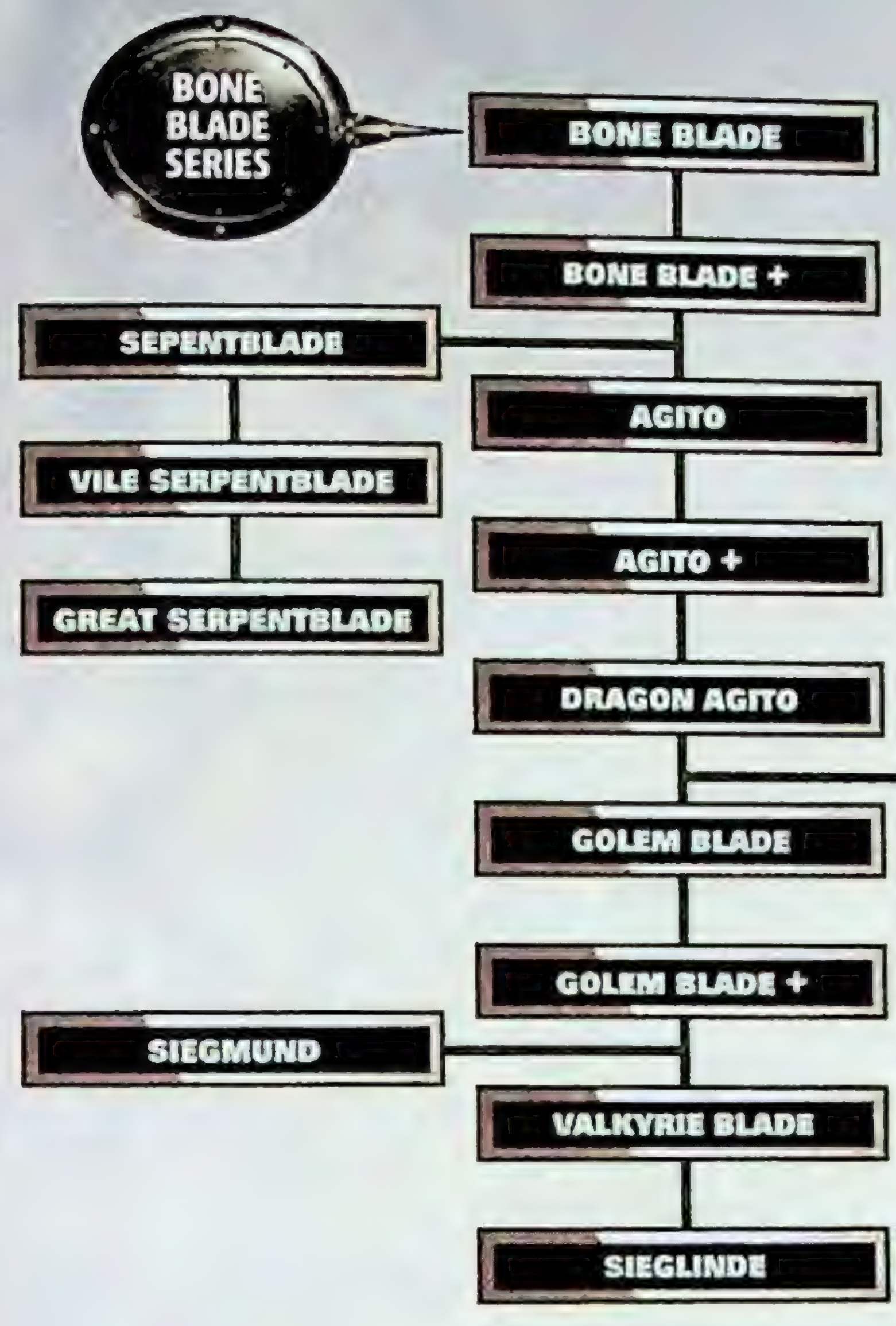
# WEAPON IMPROVEMENT PROGRESSIONS

The diagrams in this chapter reveal how to improve certain weapons into new weapons with greater powers and attack capabilities. Each diagram starts at the top with the weapon used to initiate the development cycle, and trickles downward to the most powerful weapon possible. Each diagram starts with a weapon that must be created, and all subsequent weapons are improvements of the initial item. To learn how and when weapons become available for creation, refer to their data in the Weapons chapter.

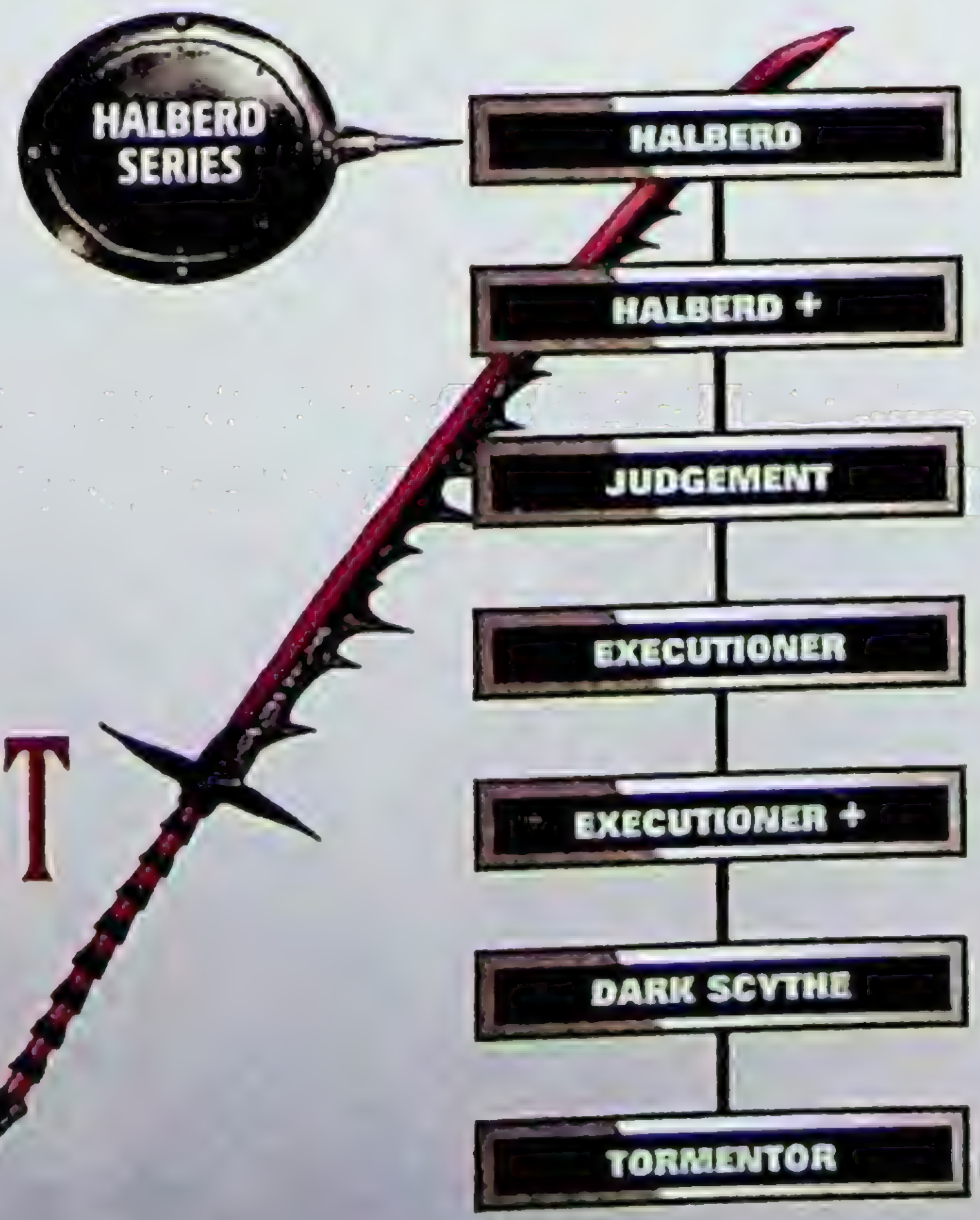




# GREAT SWORDS



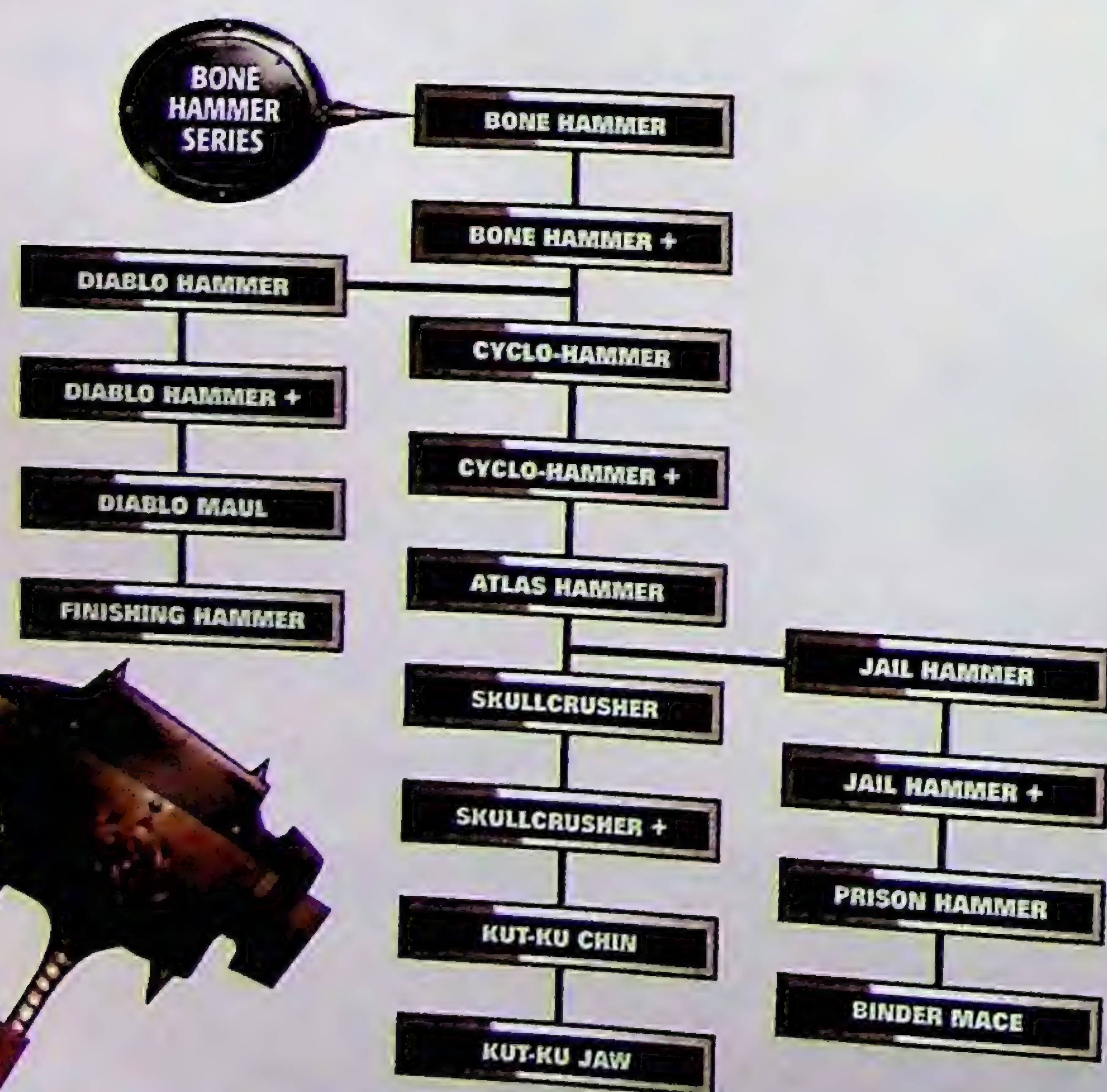
# GREAT SWORDS







## HAMMERS



## HAMMERS

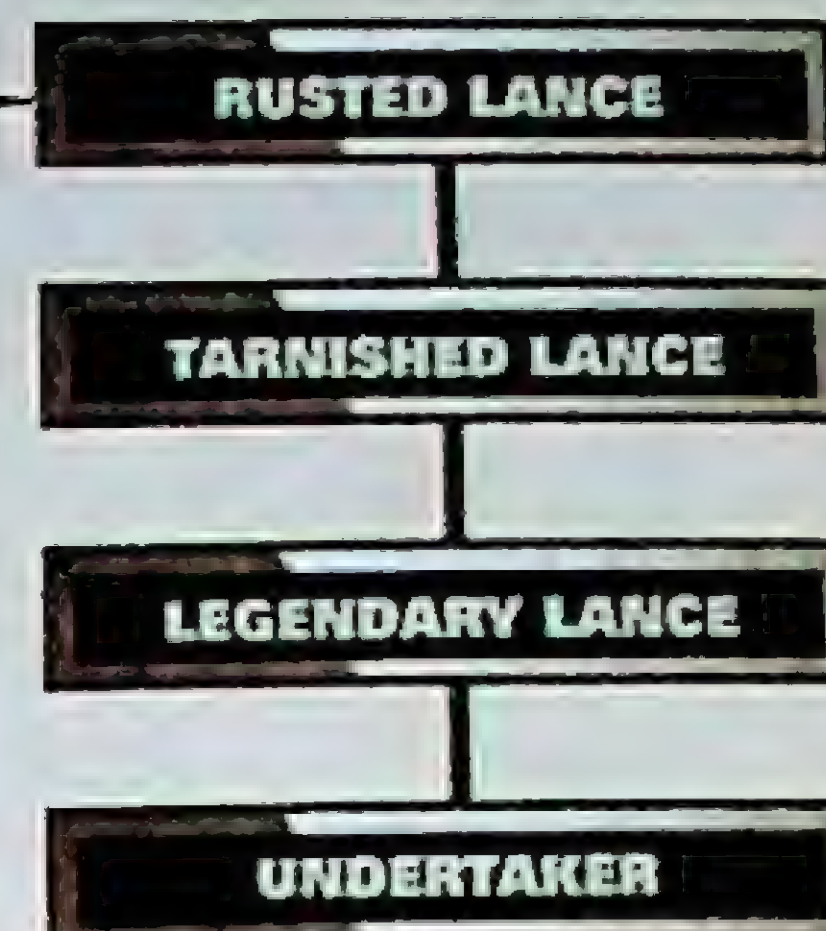


# LANCES

## IRON LANCE SERIES



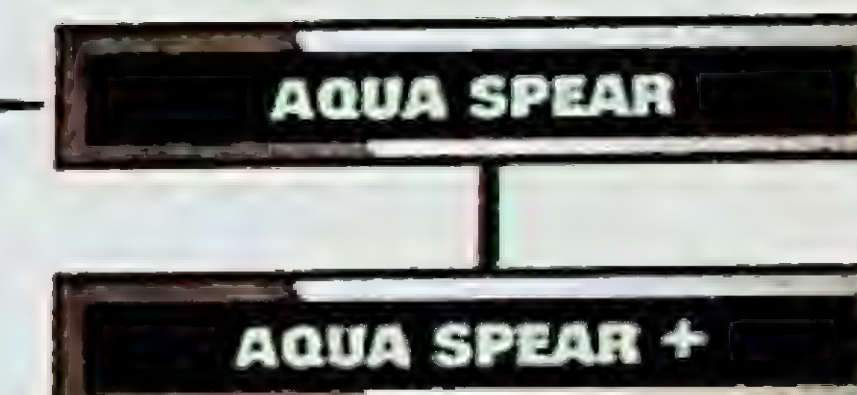
## RUSTED LANCE SERIES



## DIABLO HORN SERIES



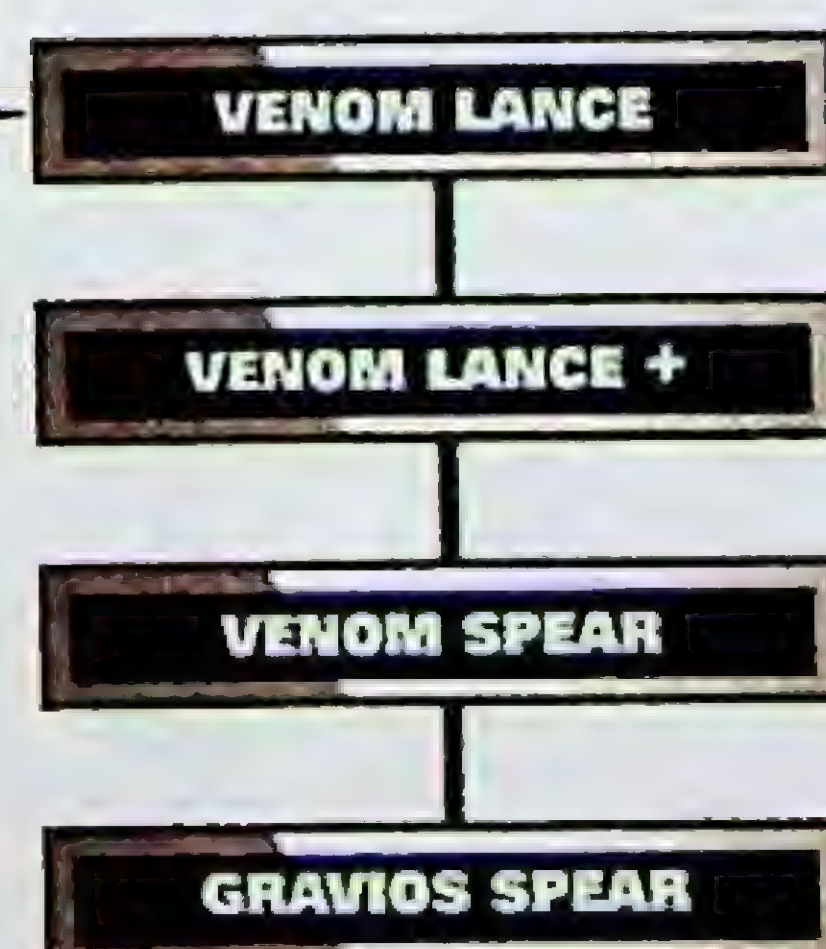
## AQUA SPEAR SERIES



## IRON KNIGHT SERIES



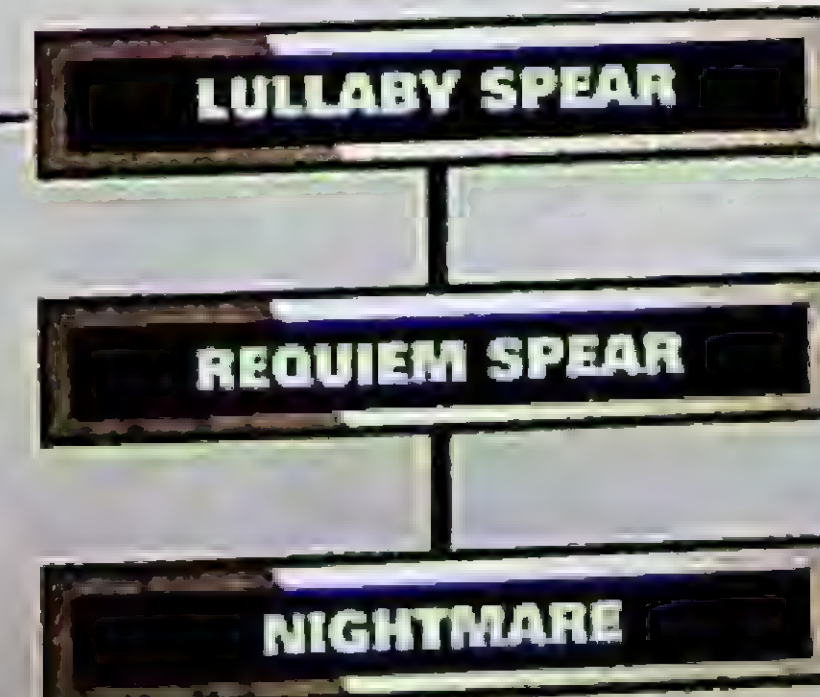
## VENOM LANCE SERIES



## DARK LANCE SERIES



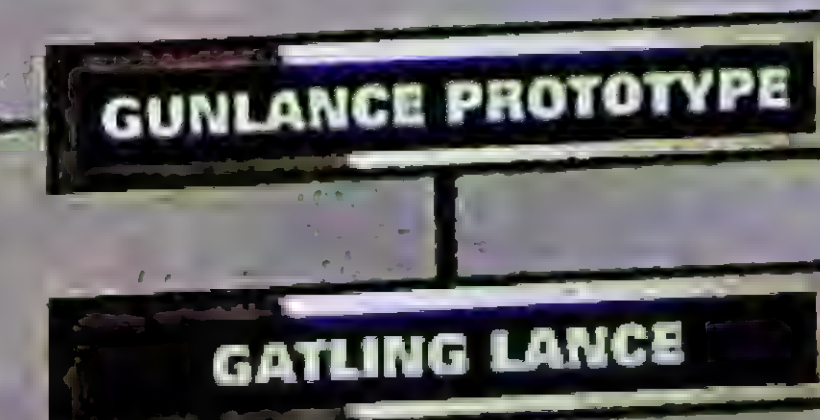
## LULLABY SPEAR SERIES



## DRAGON-LANCE SERIES



## GUNLANCE SERIES

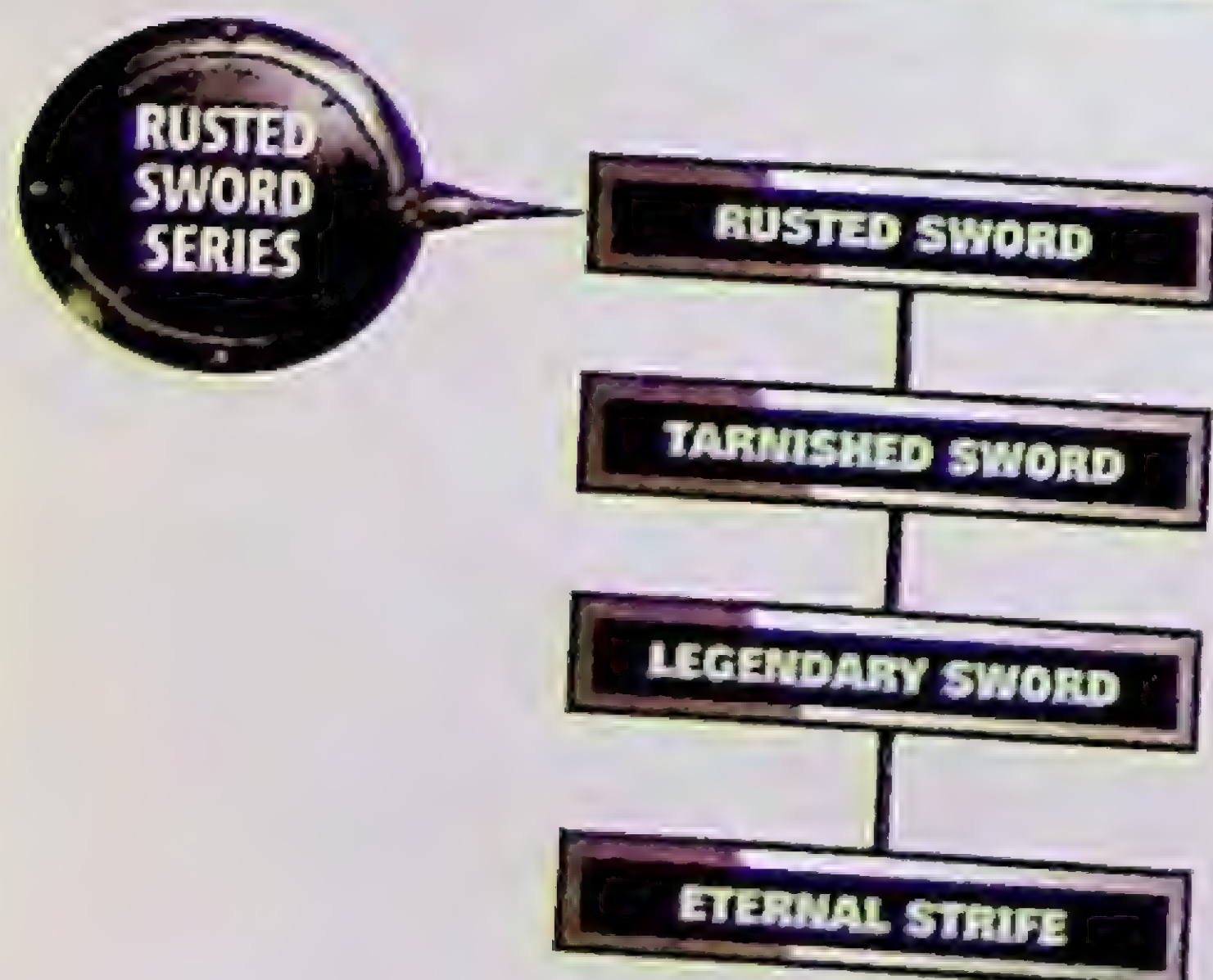
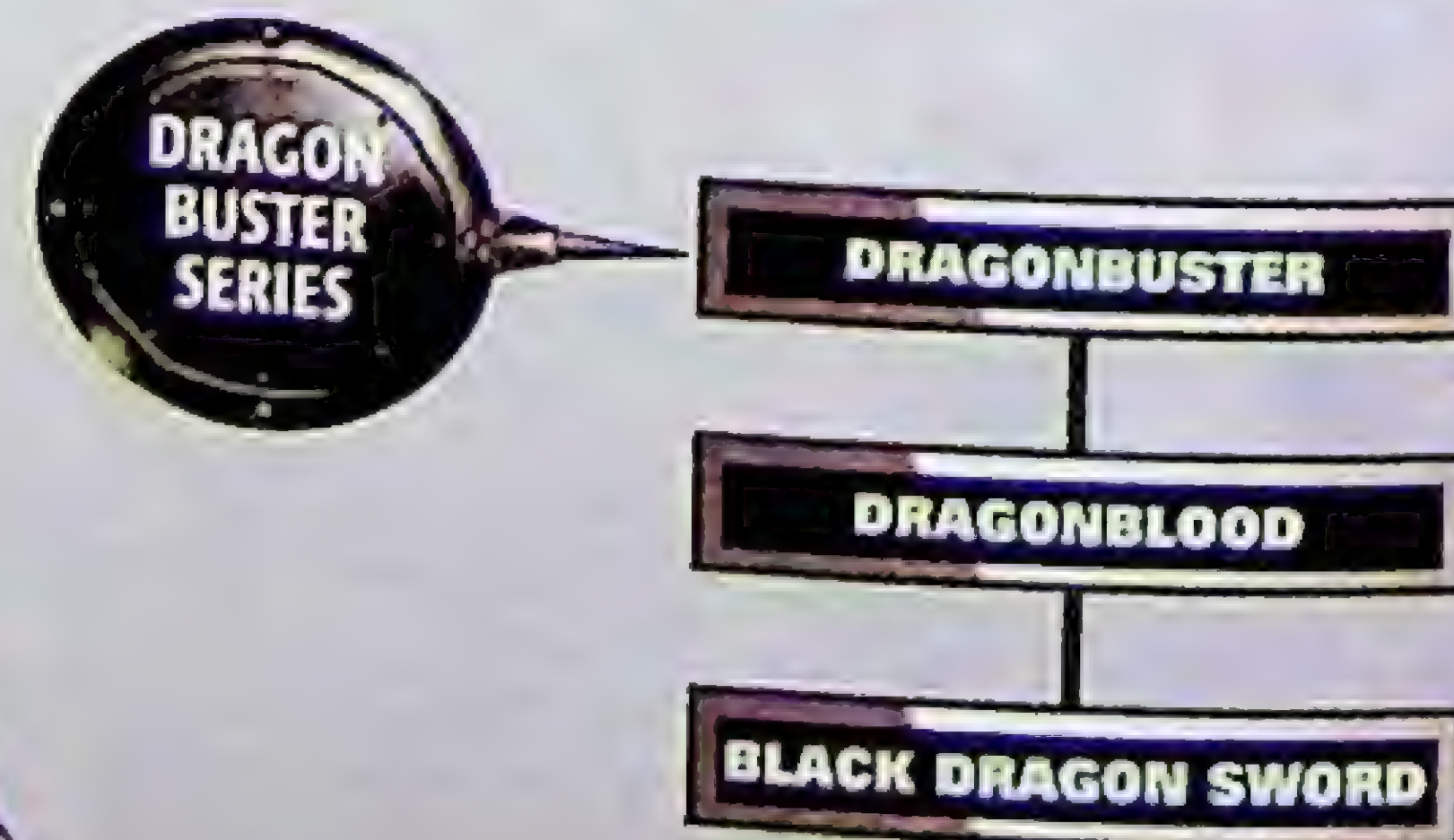
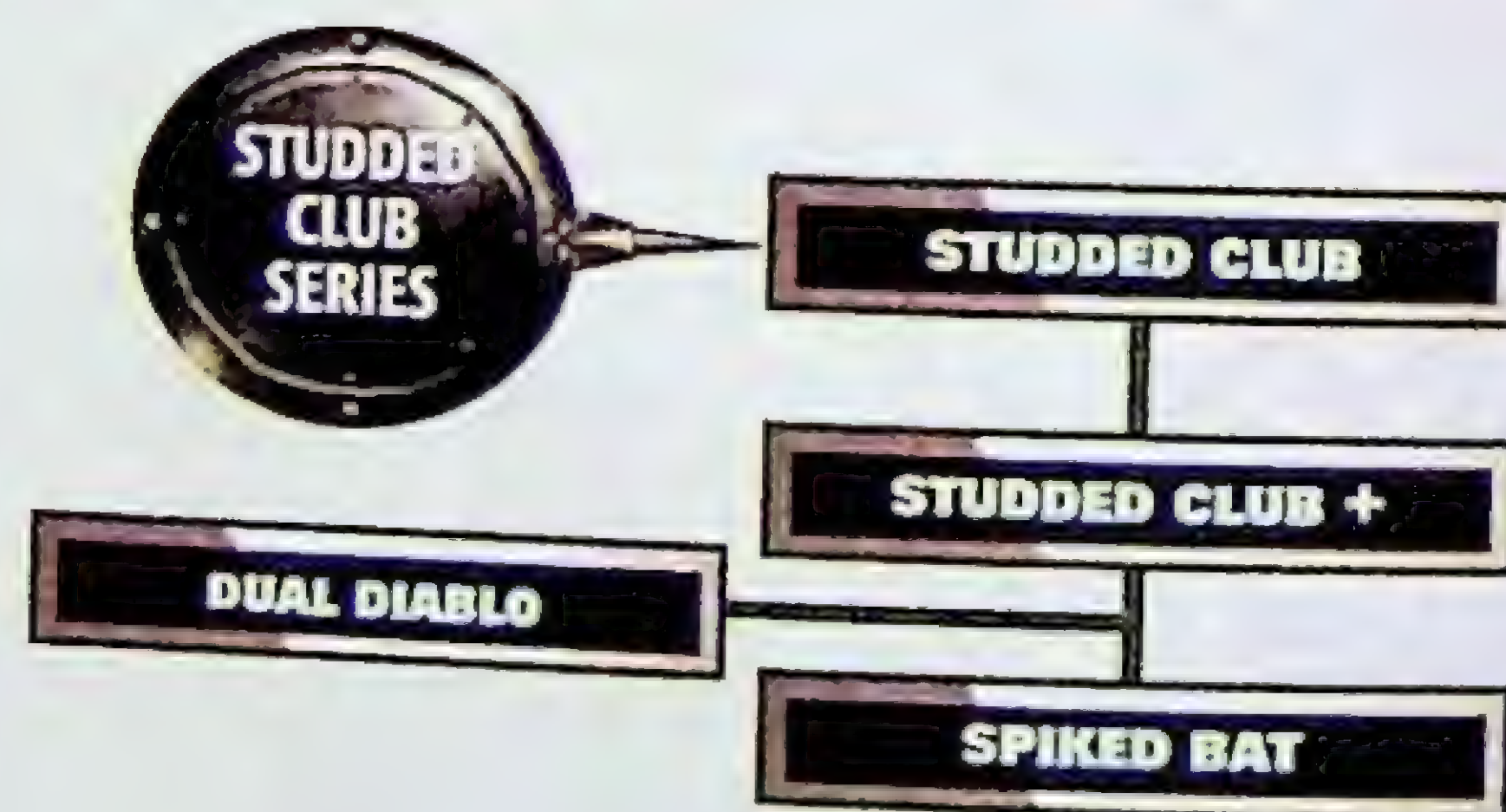


# LANCES



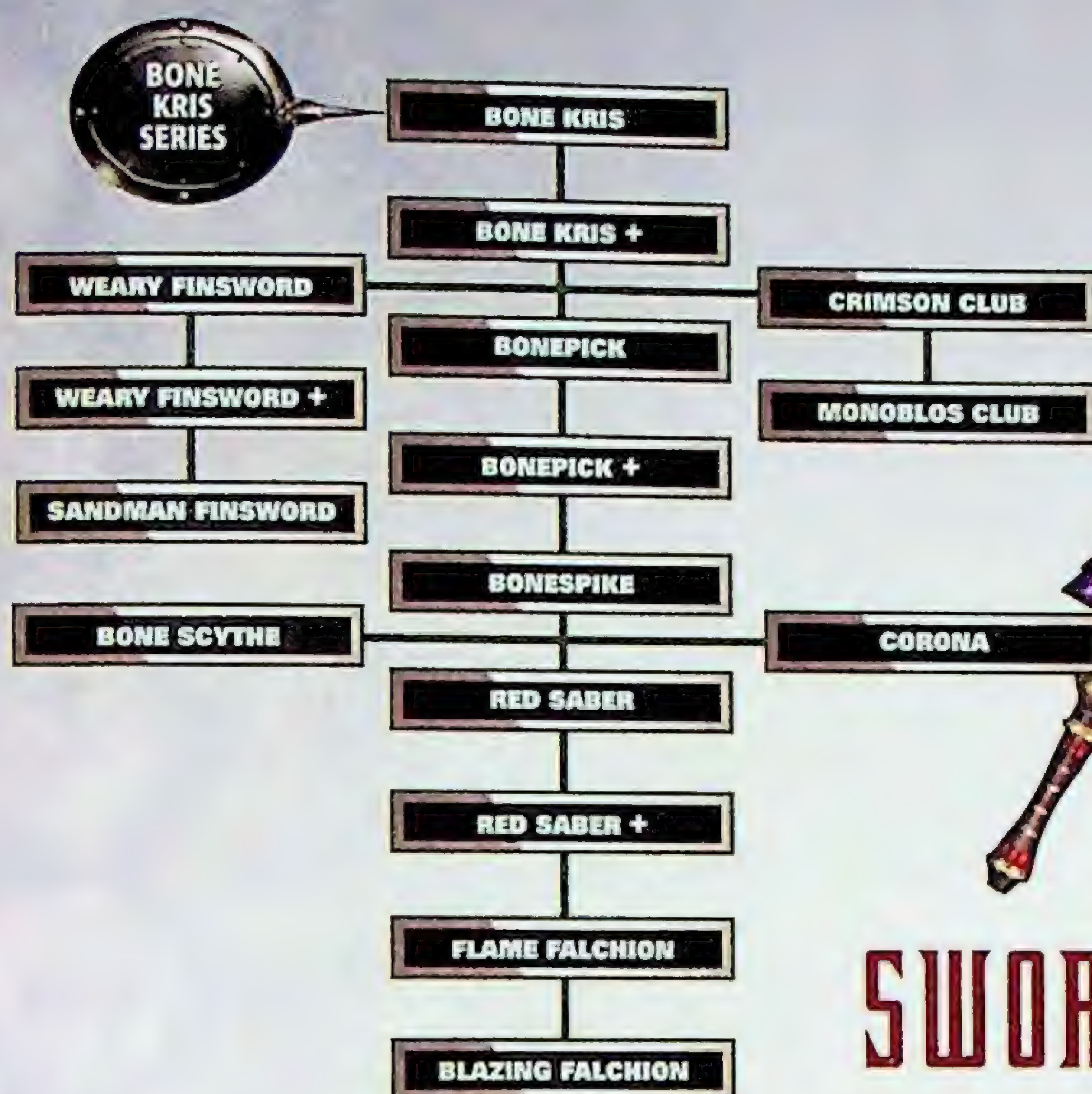


# LANCES

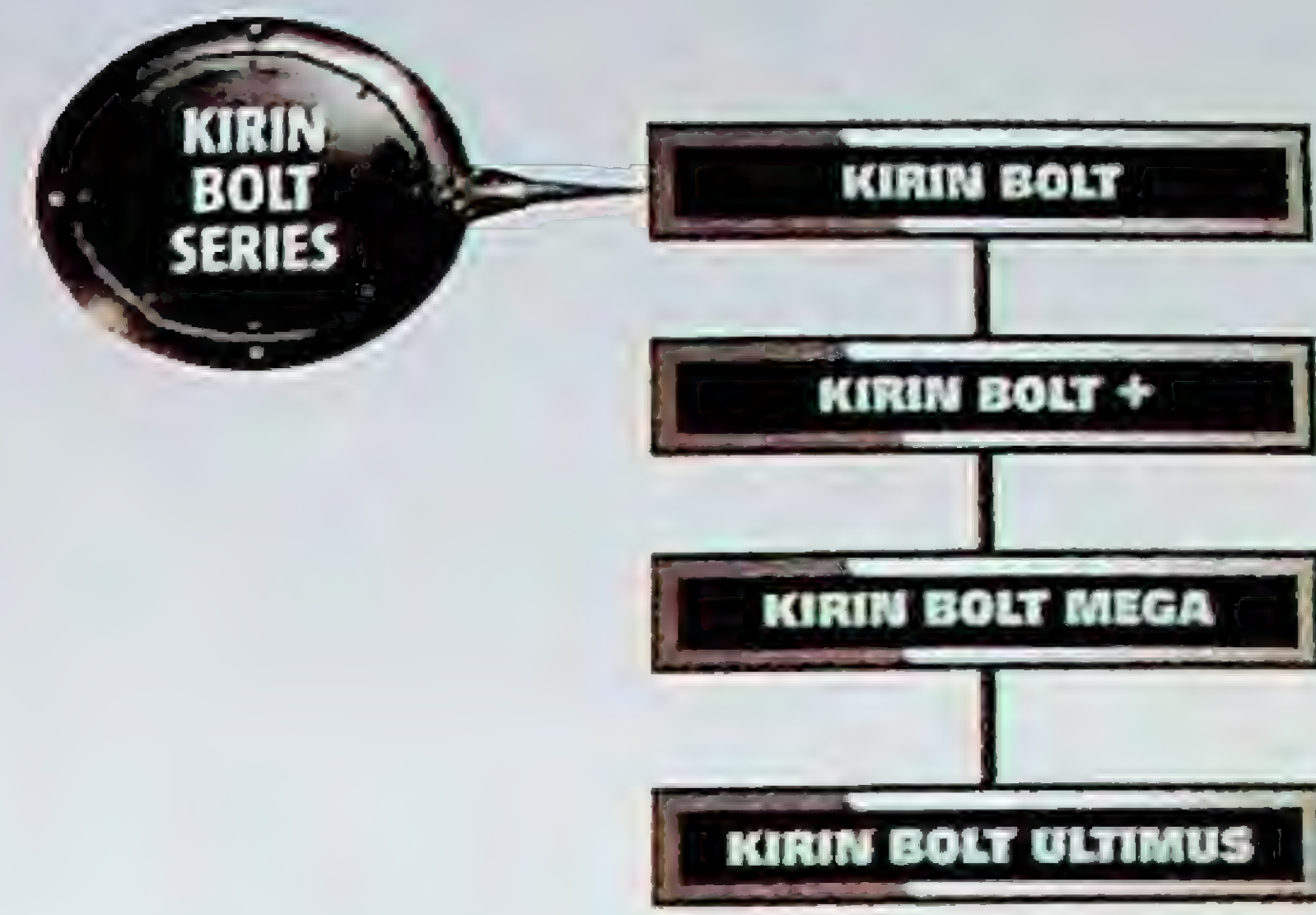


# SWORDS

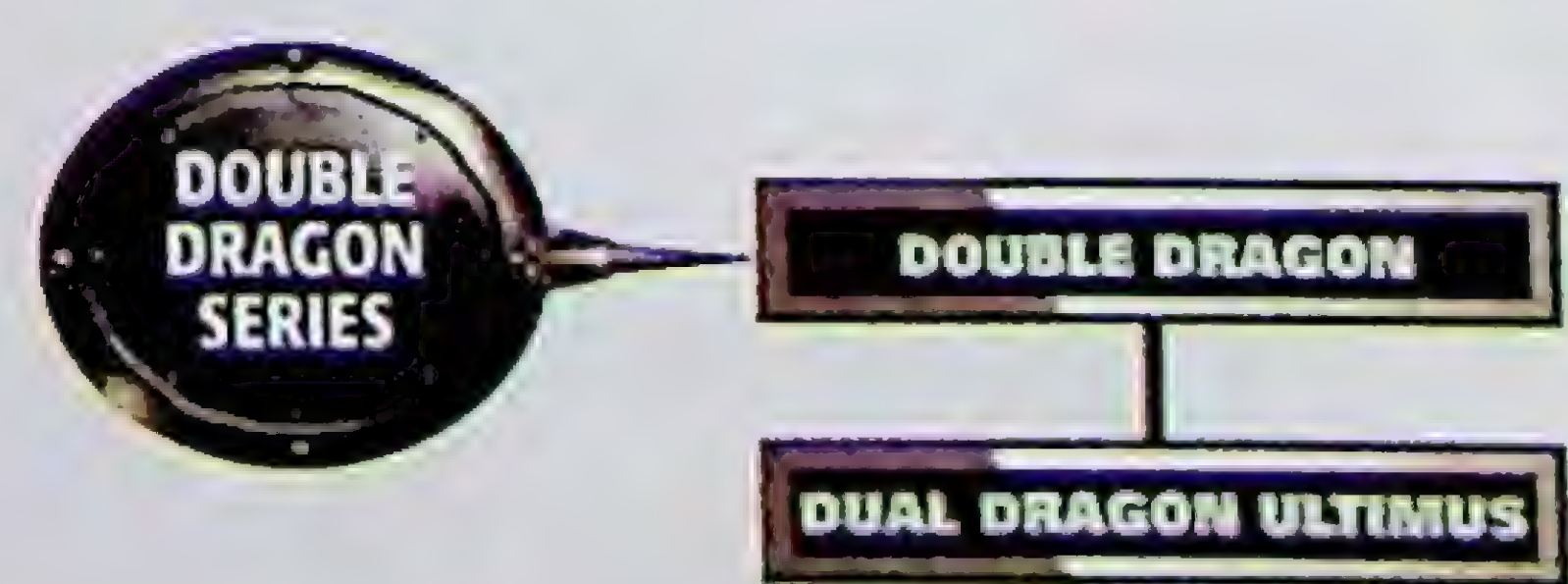
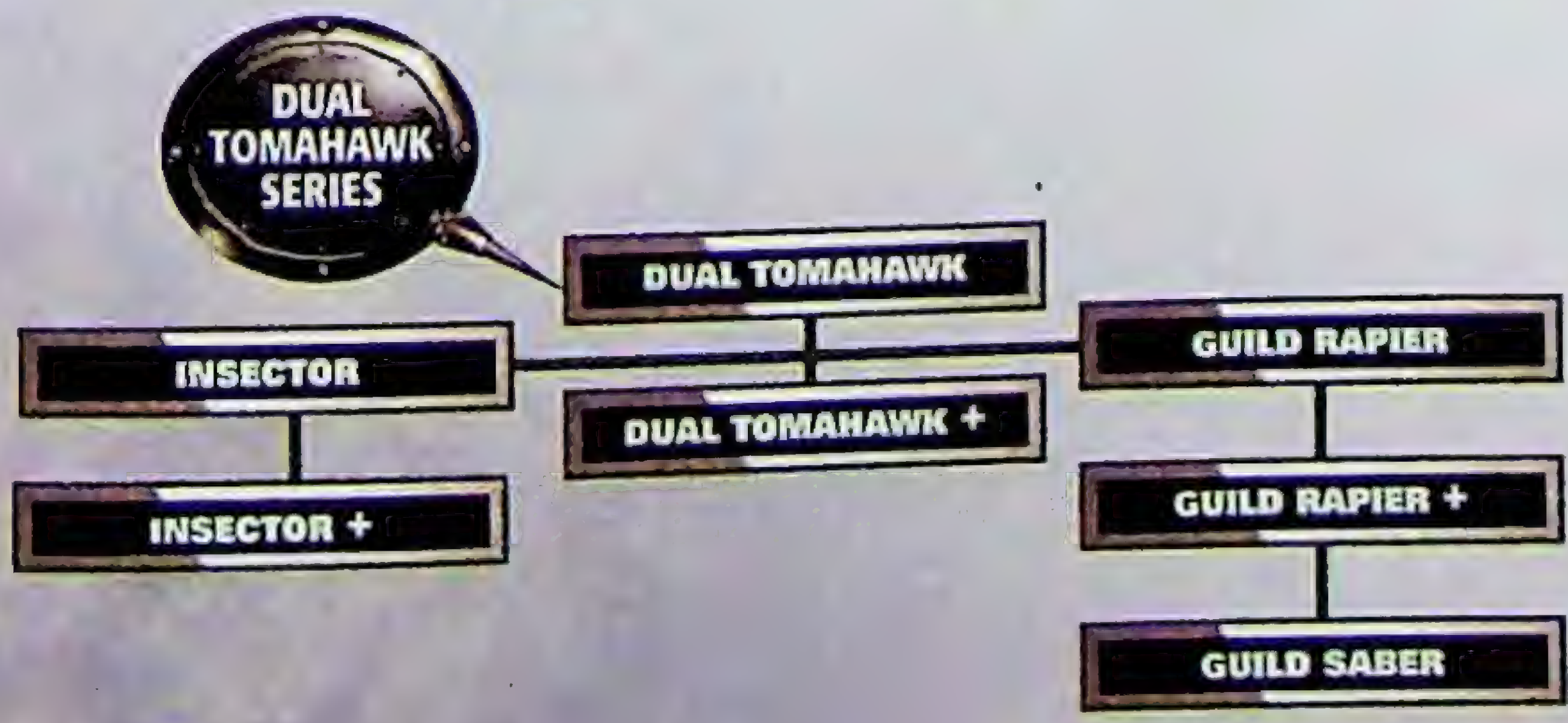
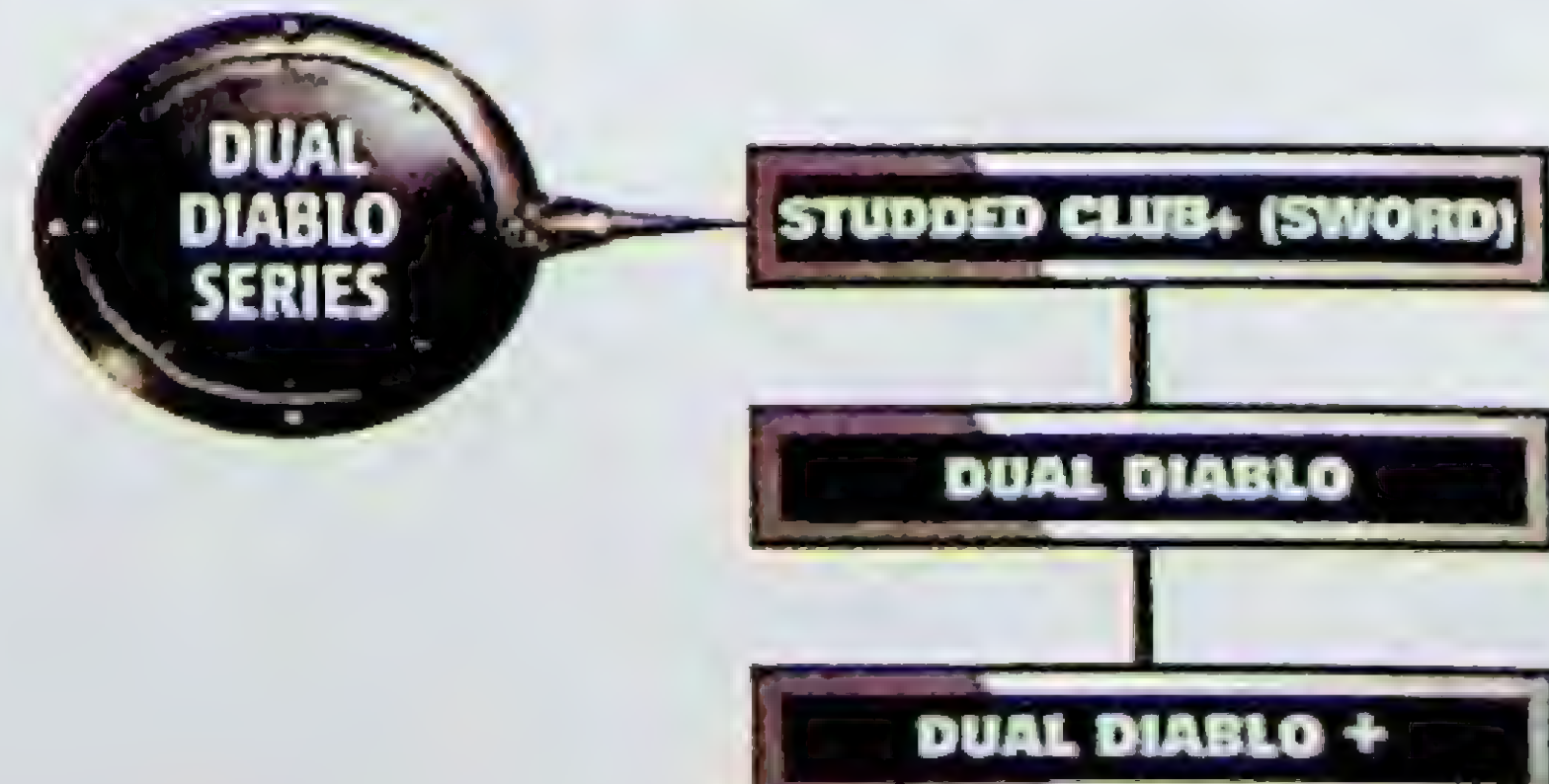




# SWORDS



# DUAL SWORDS





# ARMOR

The hunter's quarry is fast, deadly, and quite capable of self-defense. A smart hunter refuses to enter the field without the best protective gear he or she is capable of creating with accumulated wealth and materials. All of the armors available at some point during the game are listed in this chapter, with the exception of any new armor pieces that might be made available through the online game at an unknown date. Consult this data before creating new armor pieces, to determine if the resulting item complements the look of the hunter and provides proper protection against upcoming dangers.

## EXPLANATIONS OF ARMOR DATA

### HR

The hunter must reach the predetermined HR level in the online game before the armor piece is added to the shop lists. Although the HR level may be listed as "1", the armor piece may not become available until the item in boldface type in the Creation Materials column is obtained.

### HUNTER TYPE

Hunters become "Blademasters" when melee weapons are equipped, and change class to "Gunners" when equipped with a Bowgun. Armor must compliment the weapon type held. If the player changes weapons, then pieces of armor that are particular to hunter type are automatically removed and cannot be equipped. Be sure to check the hunter type of each armor piece prior to creating it, to ensure that the appropriate weapons are available to use with the armor.

### R

The level of Rarity of the item, indicated in game as "RARE". The higher the Rarity of the item, the more valuable it is.

### DEFENSE

Points added to the hunter's total Defense statistic. The total Defense score is factored into the damage formula listed in the previous chapter, A Hunter's Life.

### MALE/FEMALE

These are renderings of the male and female versions of each armor piece. Assemble your look by choosing complementing colors and styles.

### GENPREY CAP

MALE

FEMALE



### HR

1

### HT

Blade/Gun

### R

2

### DEF

5

### F

-1

### W

3

### T

0

### DR

0

### SC

None

### CC

2300x

### CM

Genprey Scale x6, Iron Ore x4, Bullfang Pet x2

### FIRE/WATER/THUNDER

Additional points added to or subtracted from the hunter's ratings in each elemental category. The cumulative rating is a determining factor in determining the damage inflicted on hunters by monsters, as detailed in A Hunter's Life.

### DRAGON

New dragon copy here. New dragon copy here. New dragon copy here. New dragon copy here.

### CREATION MATERIALS

Materials and items required in creating an armor piece from scratch. If a material or item is listed in boldface type, the armor remains unavailable to craft until the player obtains the specified material or item.

### SHOP COST

This is the price of purchasing the equipment piece from an armory, without need of materials. Generally, the purchase price of armor is double the cost of the price to craft the piece.


### CREATE COST

This is the price of creating the armor piece if the required materials can be provided to the craftsman. Create cost also represent the value at which the armor can be sold.





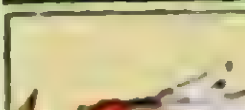

# HEAD ARMOR




AUROROS HELM		HR	HT	R	DEF	F	W	T
MALE		17	Blade/Gun	5	24	2	2	2
		DR	SC	CC				
		-5	None	98000z				
		CM						
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Majestic Horn x1, Commendation x3						



BATTLE CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun		2	4	2	0 0
DR	SC	CC						
2	4050z	2025z						
CM								
		Kut-Ku Scale x3, Iron Ore x5, Huskberry x20, Sm Bone Husk x5						



BATTLE HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun		2	7	-1	-1
		DR	SC	CC				
		-1	4050z		2025z			
		CM						
		Kut-Ku Scale x3, Iron Ore x5, Earth Crystal x3, Whetstone x5						



BONE CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	3	3	3	0
		DR	SC	CC				
		0	None	1500z				
CM								
		Unknown Skull x1, Bullfango Pelt x1, Kelbi Hide x2						



BONE HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	6	0	0	-1
		DR	SC	CC				
		-1	None	1500z				
		CM						
		Unknown Skull x1, Bullfango Pelt x1 Kelbi Hide x2						



BOREALIS CROWN		HR	HT	R	DEF	F	W	T
FEMALE		17	Blade/Gun	5	24	2	2	2
		DR	SC	CC				
		-5	None	98000z				
		CM						
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Majestic Horn x1, Commendation x3						



BULLFANGO MASK		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	5	3	0	0	0
		DR	SC	CC				
		0	None	400z				
		CM						
		Bullfango Head x1, Bullfango Pelt x5						



CEPHALOS CAP		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	1	Blade/Gun	3	6	0	3	-2	
		DR	SC	CC					
		4	None	4700z					
		CM							
		Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x3							

CEPHALOS HELM		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	1	Blade/Gun	3	11	-3	0	-5	
		DR	SC	CC					
		1	None	4700z					
		CM							
		Cephalos Scale x5, Cephalos Fin x1 Machalite Ore x2, Iron Ore x3							



CHAIN HELM		HR	HT	R	DEF	F	W
MALE	FEMALE	1	Blade/Gun	1	2	1	1
		DR	SC	CC			
		0	700z	350z			
		CM					
		Iron Ore x2, Kelbi Hide x2					


DIABLO CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	8	2	2	2
DR	SC	CC						
2	None	7300z						
CM								
		Twisted Horn x1, Diablos Shell x3, Machalite Ore x3						
								


DIABLO CAP+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	11	2	2	2
DR	SC	CC						
2	None	37500z						
CM								
								
Diablos Spine x3, Majestic Horn x1, Diablos Shell x5, Gendrome Hide x2								



DIABLO HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	13	-1	-1	-1
DR	SC	CC						
-1	None	7300z						
CM								
								
		Twisted Horn x1, Diablos Shell x3, Machalite Ore x3						

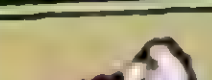

DIABLO HELM+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	21	-1	-1	-1
		DR	SC	CC				
		-1	None	37500z				
		CM						
		Diablos Spine x3, Majestic Horn x1, Diablos Shell x5, Gendrome Hide x2						

DRAGONFACE		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	12	4	4	4
		DR	SC	CC				
		0	None	192000z				
		CM						
		Fatalis' Eye x1, Fatalis' Scale x3, Fatalis' Horn x2, Rathalos Plate x1						



DRAGONHEAD		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	24	1	1	1
		DR	SC	CC				
		-3	None	192000z				
		CM						
		Fatalis' Eye x1, Fatalis' Scale x3, Fatalis' Horn x2, Rathalos Plate x1						

GENESIS HEADPIECE		HR	HT	R	DEF	F	W	T
MALE		17	Blade/Gun	5	12	5	5	5
	DR	SC	CC					
	-1	None	98000z					
	CM							
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Majestic Horn x1, Commendation						



GENPREY CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	5	-1	3	0
		DR	SC	CC				
		0	None	2300z				
CM								
		Genprey Scale x6, Iron Ore x4, Bullfango Pelt x2						

GENPREY HELM		HR	HT	R	DEF	F	W
MALE	FEMALE	1	Blade/Gun	2	8	-2	0
		<b>DR</b>	<b>SC</b>	<b>CC</b>			
		-1	None	2300z			
		<b>CM</b>					
		Genprey Scale x6, Iron Ore x4, Bullfango Pelt x2					

GLYPH CROWN		HR	HT	R	DEF	F	W
FEMALE		17	Blade/Gun	5	12	5	5
		DR	SC	CC			
		-1	None	98000z			
		CM					
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Majestic Horn x1, Commendation x3					

GRAVIOS CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	9	0	-1	3
DR	SC	CC						
3	None	10500z						
CM								
								
		Gravios Shell x5, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5						

GRAVIOS CAP+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	12	0	-1	3
DR	SC	CC						
3	None	45500z						
CM								
		Gravios Carapace x1, Gravios Shell x5, Lg Monster Bone x3, Iodrome Hide x2						

GRAVIOS HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	15	-1	-2	0
		DR	SC	CC				
		0	None	10500z				
		CM						
		Gravios Shell x5, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5						













RATHIAN CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	8	5	0	0
		DR	SC	CC				
		-1	None	7300z				
		CM						
		Rathian Scale x3, Rathian Shell x2, Machalite Ore x3, Iron Ore x5						



RATHIAN CAP+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	10	5	0	0
		DR	SC	CC				
		-1	None	28500z				
		CM						
		Rathian Plate x1, Rathian Shell x10, Rathian Claw x12, Dragonite Ore x12						



RATHIAN HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	13	2	-1	-1
		DR	SC	CC				
		-2	None	7300z				
		CM						
		Rathian Scale x3, Rathian Shell x2, Machalite Ore x3, Iron Ore x5						

RATHIAN HELM+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	18	2	-1	-1
		DR	SC	CC				
		-2	None	28500z				
CM								
Rathian Plate x1, Rathian Shell x10, Rathian Claw x12, Dragonite Ore x12								


SHINOBI MASK(MOON)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	6	0	-2	2
		DR	SC	CC				
		5	None	98000z				
		CM						
		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2 Rathalos Webbing x5						

SHINOBI MASK (SUN)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	10	-3	-5	0
DR	SC	CC						
2	None	9800z						
CM								
		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2 Rathalos Webbing x5						

SKULL FACE		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	5	10	-1	0	-1
		DR	SC	CC				
		0	None	3700z				
		CM						
		Master's Skull x1, Ancient Potion x1, Lifecrystals x1						

VELOCIPREY CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	3	3	0	-1
		DR	SC	CC				
		0	None	1500z				
		CM						
		Velociprey Scale x3, Iron Ore x2, Kelbi Hide x1						

VELOCIPREY HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	6	0	-2	-2
		DR	SC	CC				
		-1	None	1500z				
		CM						
		Velociprey Scale x3, Iron Ore x2, Kelbi Hide x1						

VELOCIPREY MASK		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	5	2	0	0	0
		DR	SC	CC				
		0	None	400z				
CM								
		Velocidrome Head x1, Velociprey Hide x5						

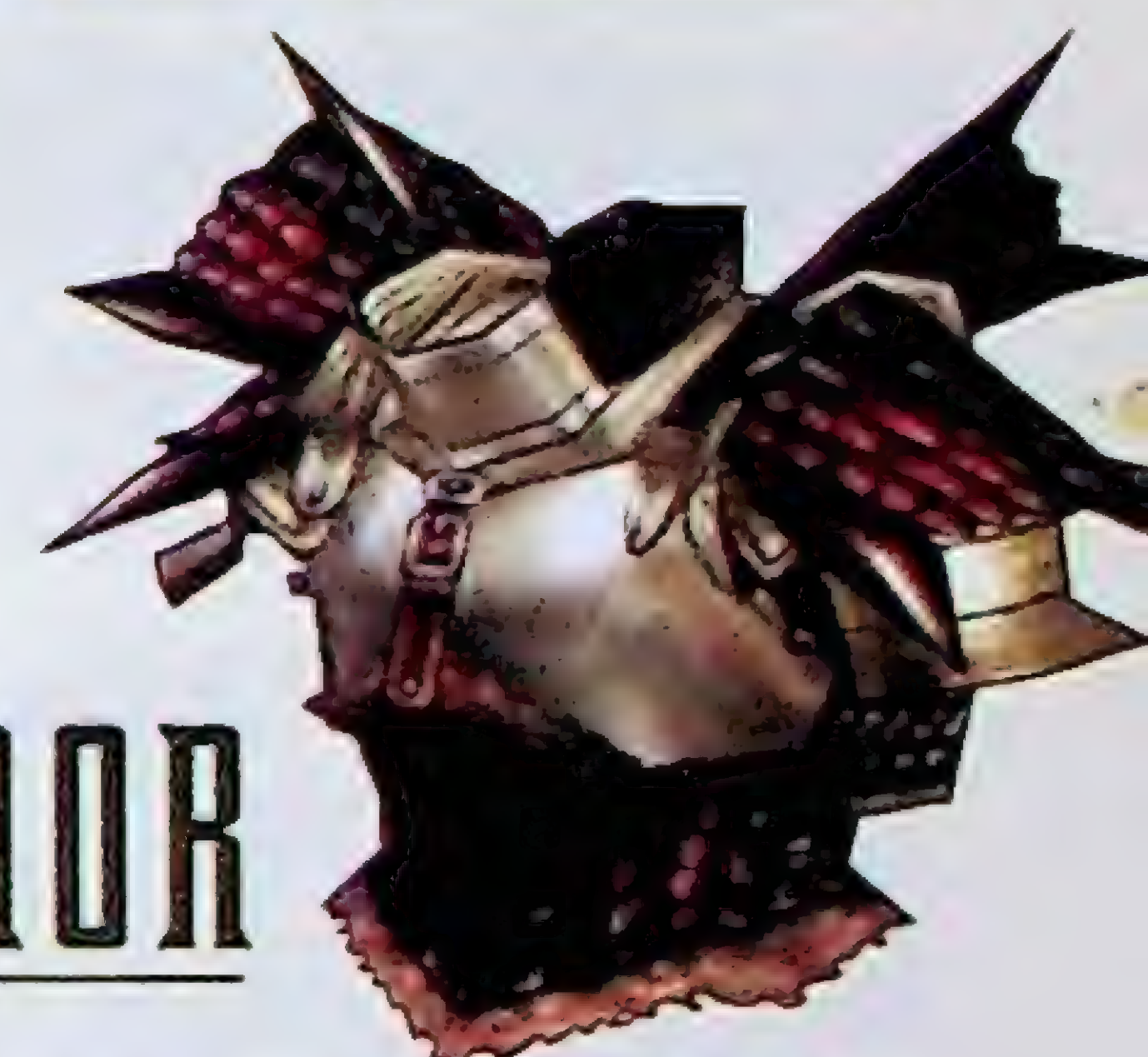
VESPOID CAP		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	5	-2	-1	2
DR	SC	CC						
5	None	2700z						
CM								
		Vespoid Shell x5, Machalite Ore x5, Genprey Hide x3						


VESPOID CAP+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	10	-2	-1	2
DR	SC	CC						
5	None	34500z						
CM								
		Vespoid Bladefin x1, Vespoid Shell x1						
		Union Ore x5, Gendrome Hide x2						



VESPOID HELM		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	9	-5	-5	0
DR	SC	CC						
2	None	2700z						
CM								
		Vespoid Wing x10, Machalite Ore x5 Genprey Hide x3						



VESPOID HELM+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	4	20	-5	-5	0
DR	SC	CC						
2	None	34500z						
CM								
								
Vespoid Bladefin x1, Vespoid Wing x25, Union Ore x5, Gendrome Hide x2								



## TORSO ARMOR




AUROROS TORSO		HR	HT	R	DEF	F	W	T	
MALE		17	Blademaster	5	24	2	2	2	
		DR	SC	CC					
		-5	None	98000z					
		CM							
		Lao-Shan's Spine x1, Lao-Shan's Shell x1, Crimson Horn x1, Commendation x3							



BATTLE MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	7	-1	-1	-1
		DR	SC	CC				
		-1	4050z	2025z				
		CM						
		Kut-Ku Scale x3, Iron Ore x5, Earth Crystal x3, Whetstone x5						



BATTLE VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	4	2	0	0
		DR	SC	CC				
		2	4050z	2025z				
		CM						
		Kut-Ku Scale x3, Iron Ore x5, Huskberry x20, Bone Husk x5						

BONE MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	6	0	0	-1
		DR	SC	CC				
		-1	None	1500z				
		CM						
		Sm Monster Bone x7, Bullfango Pelt x1, Kelbi Hide x2						

BONE VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	3	3	3	0
		DR	SC	CC				
		0	None	1500z				
		CM						
		Sm Monster Bone x7, Bullfango Pelt x1 Kelbi Hide x2						

BOREALIS CHEST		HR	HT	R	DEF	F	W	T
FEMALE		17	Blademaster	5	24	2	2	2
		DR	SC	CC				
		-5	None	98000z				
		CM	Lao-Shan's Spine x1, Lao-Shan's Shell x5, Crimson Horn x1, Commendation x3					

CEPHALOS MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	11	-3	0	-5
		DR	SC	CC				
		1	None	4700z				
		CM						
		Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x3						

CEPHALOS VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	6	0	3	-2
		DR	SC	CC				
		4	None	4700z				
CM								
		Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x3						

CHAIN MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	1	2	1	1	-1
		DR	SC	CC				
		0	700z	350z				
		CM						
		Iron Ore x2, Kelbi Hide x2						



DIABLO VEST+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Gunner	4	11	2	2	2
	DR	SC	CC				
	2	None	37500z				
CM							
	Diablos Spine x3, Majestic Horn x1, Diablos Shell x5, Gendrome Hide x2						

GRAVIOS VEST+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Gunner	4	12	0	-1	3
	DR	SC	CC				
	3	None	45500z				
CM							
	Gravios Carapace x3, Gravios Shell x8, Lg Monster Bone x5, Iodrome Hide x3						

HORNET MAIL+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Blademaster	4	22	-5	-5	0
	DR	SC	CC				
	2	None	41500z				
CM							
	Hornet Bladefin x1, Hornet Head x2, Hornet Shell x10, Union Ore x4						

DRAGONHIDE	HR	HT	R	DEF	F	W	T
MALE FEMALE	17	Blademaster	5	24	1	1	1
	DR	SC	CC				
	-3	None	192000z				
CM							
	Fatalis' Crust x1, Fatalis' Shell x3, Fatalis' Scale x2, Rathalos Plate x1						

GUILD KNIGHT SUIT	HR	HT	R	DEF	F	W	T
MALE	13	Blade/Gun	5	12	-1	-1	-1
	DR	SC	CC				
	-1	None	98000z				
CM							
	Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						

HORNET VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Gunner	3	7	-2	-1	2
	DR	SC	CC				
	5	None	5700z				
CM							
	Hornet Wing x10, Hornet Shell x5, Machalite Ore x3, Monster Fluid x1						

DRAGONSKIN	HR	HT	R	DEF	F	W	T
MALE FEMALE	17	Gunner	5	12	4	4	4
	DR	SC	CC				
	0	None	192000z				
CM							
	Fatalis' Crust x1, Fatalis' Shell x3, Fatalis' Scale x2, Rathalos Plate x1						

GUILD KNIGHT VEST	HR	HT	R	DEF	F	W	T
MALE	13	Blade/Gun	5	7	0	0	0
	DR	SC	CC				
	2	None	98000z				
CM							
	Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						

HORNET VEST+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Gunner	4	11	-2	-1	2
	DR	SC	CC				
	5	None	41500z				
CM							
	Hornet Bladefin x1, Hornet Head x2, Hornet Shell x10, Union Ore x4						

GENESIS TORSO	HR	HT	R	DEF	F	W	T
MALE	17	Gunner	5	12	5	5	5
	DR	SC	CC				
	-1	None	98000z				
CM							
	Lao-Shan's Spine x1, Lao-Shan's Shell x5, Crimson Horn x1, Commendation x3						

GYPCEROS MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blademaster	3	11	-4	0	0
	DR	SC	CC				
	0	None	4700z				
CM							
	Rubbery Hide x5, Antiseptic Stone x1, Genprey Hide x5						

HUNTER'S MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blademaster	1	4	-1	-1	0
	DR	SC	CC				
	-2	1500z	750z				
CM							
	Iron Ore x3, Bullfang Pelt x1, Kelbi Hide x2						

GENPREY MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blademaster	2	8	-2	0	-2
	DR	SC	CC				
	-1	None	2300z				
CM							
	Genprey Scale x6, Iron Ore x3, Bullfang Pelt x2						

GYPCEROS VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Gunner	3	7	0	3	3
	DR	SC	CC				
	3	None	4700z				
CM							
	Rubbery Hide x5, Antiseptic Stone x1, Genprey Hide x5						

HUNTER'S VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Gunner	1	3	1	0	2
	DR	SC	CC				
	-1	1500z	750z				
CM							
	Iron Ore x3, Bullfang Pelt x1, Kelbi Hide x2						

GENPREY VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Gunner	2	5	-1	3	0
	DR	SC	CC				
	0	None	2300z				
CM							
	Genprey Scale x6, Iron Ore x3, Bullfang Pelt x2						

HI-METAL MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blade/Gun	3	9	-1	-1	0
	DR	SC	CC				
	0	None	2700z				
CM							
	Machalite Ore x8, Iron Ore x6, Velociprey Hide x5						

IOPREY MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blademaster	2	10	-2	-2	-1
	DR	SC	CC				
	-2	None	3700z				
CM							
	Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10						

GLYPH CHEST	HR	HT	R	DEF	F	W	T
FEMALE	17	Gunner	5	12	5	5	5
	DR	SC	CC				
	-1	None	98000z				
CM							
	Lao-Shan's Spine x1, Lao-Shan's Shell x5, Crimson Horn x1, Commendation x3						

HI-METAL MAIL+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Blademaster	4	22	-1	-1	0
	DR	SC	CC				
	0	None	41500z				
CM							
	Dragonite Ore x20, Machalite Ore x15, Iron Ore x10, Velociprey Hide x10						

IOPREY VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Gunner	2	6	0	-1	3
	DR	SC	CC				
	0	None	3700z				
CM							
	Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10						

GRAVIOS MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blademaster	3	15	-1	-2	0
	DR	SC	CC				
	0	None	10500z				
CM							
	Gravios Shell x6, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5						

HI-METAL VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blade/Gun	3	5	0	0	4
	DR	SC	CC				
	3	None	2700z				
CM							
	Machalite Ore x8, Iron Ore x6, Velociprey Hide x5						

KHEZU MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blade/Gun	3	12	-1	-1	0
	DR	SC	CC				
	0	None	5700z				
CM							
	Flabby Hide x4, Iron Ore x16, Monster Fluid x2						

GRAVIOS MAIL+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Blademaster	4	23	-1	-2	0
	DR	SC	CC				
	0	None	45500z				
CM							
	Gravios Carapace x3, Gravios Shell x8, Lg Monster Bone x5, Iodrome Hide x3						

HI-METAL VEST+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Gunner	4	11	0	0	4
	DR	SC	CC				
	3	None	41500z				
CM							
	Dragonite Ore x20, Machalite Ore x15, Iron Ore x10, Velociprey Hide x10						

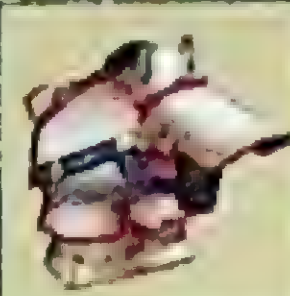

KHEZU MAIL+	HR	HT	R	DEF	F	W	T
MALE FEMALE	13	Blademaster	4	20	-1	-1	0
	DR	SC	CC				
	0	None	34500z				
CM							
	Pale Bone x1, Flabby Hide x6, Monster Fluid x3, Lifepowder x2						

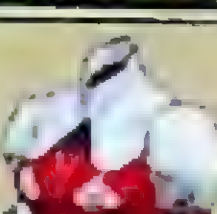
GRAVIOS VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Gunner	3	9	0	-1	3
	DR	SC	CC				
	3	None	10500z				
CM							
	Gravios Shell x6, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5						

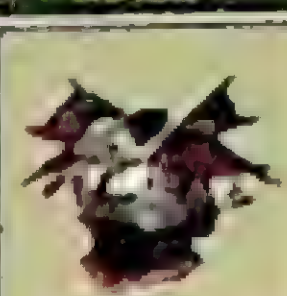
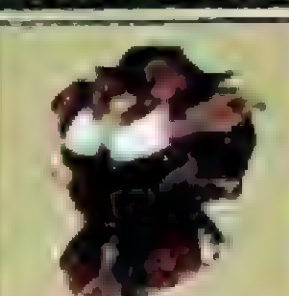
HORNET MAIL	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blademaster	3	12	-5	-5	0
	DR	SC	CC				
	2	None	5700z				
CM							
	Hornet Wing x10, Hornet Shell x5, Machalite Ore x3, Monster Fluid x1						

KHEZU VEST	HR	HT	R	DEF	F	W	T
MALE FEMALE	1	Blade/Gun	3	7	0	0	3
	DR	SC	CC				
	3	None	5700z				
CM							
	Flabby Hide x4, Iron Ore x16, Monster Fluid x2						






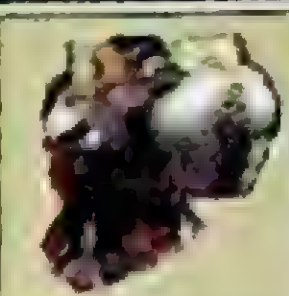
KHEZU VEST+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	Blade/Gun	4	10	0	0	3	
		DR	SC	CC					
		3	None	34500z					
		CM							
		Pale Bone x1, Flabby Hide x6, Monster Fluid x3, Lifepowder x2							



MAIDEN'S VEST		HR	HT	R	DEF	F	W	T
FEMALE		13	Blade/Gun	5	12	-1	-1	-1
		DR	SC	CC				
		-1	None	98000z				
		CM						
		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						



RATHALOS MAIL+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	22	2	-1	-1
		DR	SC	CC				
		-2	None	41500z				
CM								
		Rathalos Plate x1, Rathalos Shell x15, Rathalos Webbing x7, Union Ore x7						



KUT-KU MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	10	0	-5	-1
		DR	SC	CC				
		0	None	3700z				
		CM						
		Kut-Ku Scale x5, Kut-Ku Shell x3, Kut-Ku Webbing x1, Sm Monster Bone x3						


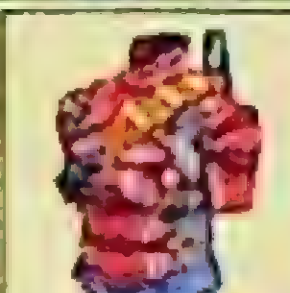
MONOBLOS MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	15	-1	-1	-1
		DR	SC	CC				
		-1	None	10500z				
		CM						
		Crimson Horn x2, Monoblos Spine x1, Monoblos Shell x1, Machalite Ore x1						

RATHALOS VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	5	0	0
		DR	SC	CC				
		-1	None	10500z				
		CM						
		Rathalos Shell x3, Rathalos Scale x5, Rathalos Webbing x1, Machalite Ore x2						

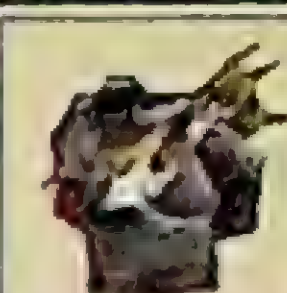
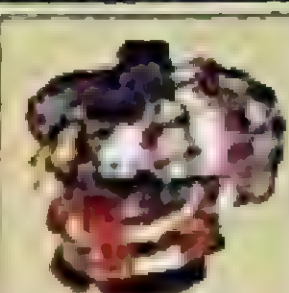
*	<b>KUT-KU MAIL+</b>		<b>HR</b>	<b>HT</b>	<b>R</b>	<b>DEF</b>	<b>F</b>	<b>W</b>	<b>T</b>
	<b>MALE</b>	<b>FEMALE</b>	13	—	—	—	—	—	—
			<b>DR</b>	<b>SC</b>	<b>CC</b>				
			—	None	—				
			<b>CM</b>						
			Dragonite Ore x3, Kut-Ku Shell x10, Kut-Ku Ear x1, Lq Monster Bone x3						


MONOBLOS VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	2	2	2
		DR	SC	CC				
		2	None	10500z				
		CM						
		Crimson Horn x2, Monoblos Spine x1, Monoblos Shell x1, Machalite Ore x1						

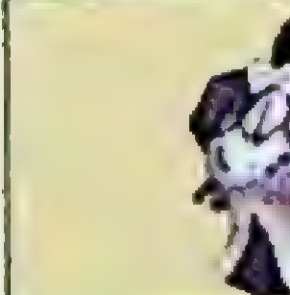
RATHALOS VEST+		HR	HT	R	DEF	F	W	T					
MALE	FEMALE	13	Gunner	4	11	5	0	0					
		DR	SC	CC									
		-1	None	41500z									
		CM											
		Rathalos Plate x1, Rathalos Shell x15 Rathalos Webbing x7, Union Ore x7											



KUT-KU VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	6	3	-1	1
		DR	SC	CC				
		3	None	3700z				
		CM						
Kut-Ku Scale x5, Kut-Ku Shell x3, Kut-Ku Webbing x1, Sm Monster Bone x3								

MOSS BREASTPLATE		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	5	1	0	0	0
		DR	SC	CC				
		0	None	200z				
		CM						
		Mossvine Hide x1, Bullfango Pelt x5						



RATHIAN MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	13	2	-1	-1
		DR	SC	CC				
		-2	None	7300z				
		CM						
		Rathian Scale x4, Rathian Shell x2, Machalite Ore x3, Iron Ore x8						

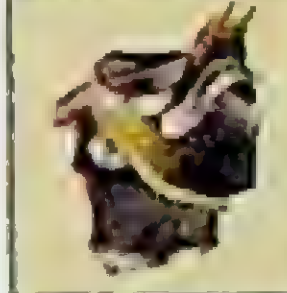

* KUT-KU VEST+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	—	—	—	—	—	—	
		DR	SC	CC					
		—	None		—				
		CM							
		Dragonite Ore x3, Kut-Ku Shell x10, Kut-Ku Ear x1, Lq Monster Bone x3							



PERSONAL VEST		HR	HT	R	DEF	F	W	T
FEMALE		13	Blade/Gun	5	7	0	0	0
	DR	SC	CC					
	2	None	98000z					
	CM	Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						



RATHIAN MAIL+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	18	2	-1	-1
		DR	SC	CC				
		-2	None	28500z				
		CM						
		Rathian Plate x1, Rathian Scale x20, Rathian Spike x15, Dragonite Ore x10						

LEATHER ARMOR		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	1	1	1	0	0
		DR	SC	CC				
		0	300z	150z				
		CM						
		Iron Ore x1, Kelbi Hide x1						

PLESIOTH MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	-2	2	-5
		DR	SC	CC				
		1	None	5700z				
		CM						
		Plesioth Scale x3, Monster Fluid x1, Cephalos Scale x3, Plesioth Fin x1						

RATHIAN VEST		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	8	5	0	0
		DR	SC	CC				
		-1	None	7300z				
		CM						
		Rathian Scale x4, Rathian Shell x2, Machalite Ore x3, Iron Ore x8						

LOBSTER MAIL		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	-1	2	-5
		DR	SC	CC				
		-1	None	5700z				
		CM						
		Sm Lobstershell x1, Machalite Ore x4, Genprey Hide x2						

PLESIOTH MAIL+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	Blademaster	4	20	-2	2	-5	
		DR	SC	CC					
		1	None	34500z					
		CM							
		Union Ore x3, Cephalos Scale x5, Plesioth Fin x2, Plesioth Scale x5							

RATHIAN VEST+</
-----------------

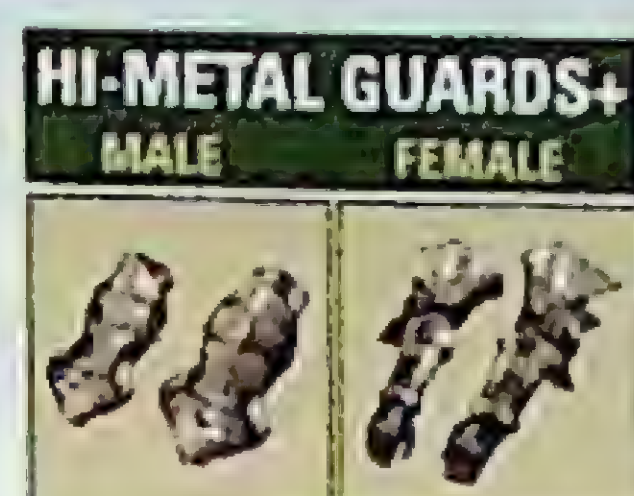




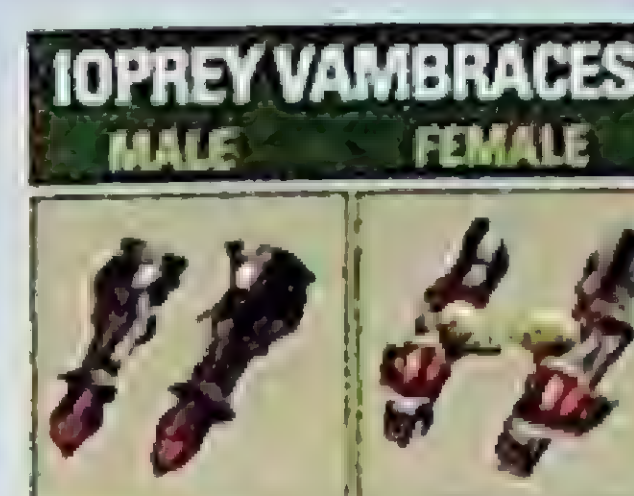




HR	HT	R	DEF	F	W	T
17	Gunner	5	12	5	5	5
DR	SC	CC				
-1	None	9800z				
CM						
Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathalos Wing x1, Commendation x3						



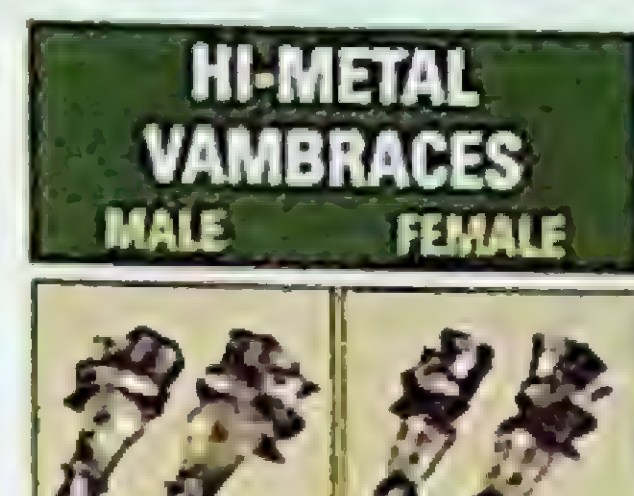
HR	HT	R	DEF	F	W	T
13	Blade/Gun	4	11	0	0	4
DR	SC	CC				
3	None	41500z				
CM						
Dragonite Ore x20, Machalite Ore x15, Iron Ore x10, Velociprey Hide x10						



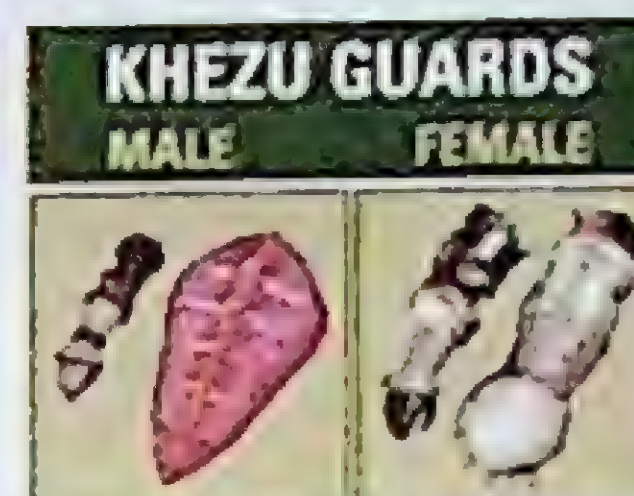
HR	HT	R	DEF	F	W	T				
1	Blademaster	2	10	-2	-2	-1				
DR	SC	CC								
-2	None	3700z								
CM										
Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10										



HR	HT	R	DEF	F	W	T
1	Gunner	3	9	0	-1	3
DR	SC	CC				
3	None	10500z				
CM						
Gravios Shell x6, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5						



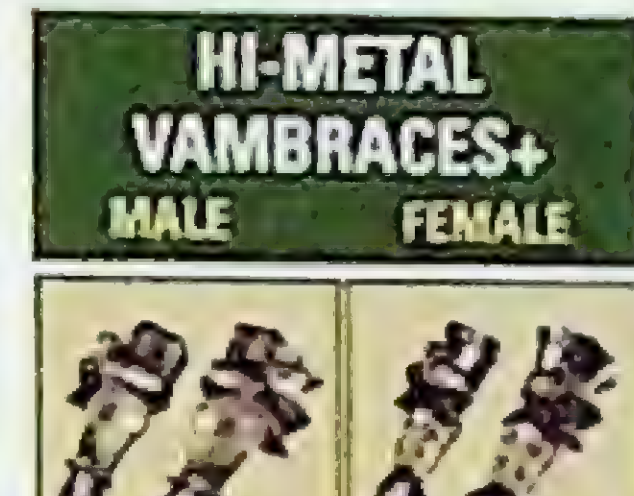
HR	HT	R	DEF	F	W	T
1	Blademaster	3	9	-1	-1	0
DR	SC	CC				
0	None	2700z				
CM						
Machalite Ore x8, Iron Ore x6, Velociprey Hide x5						



HR	HT	R	DEF	F	W	T				
1	Gunner	3	7	0	0	3				
DR	SC	CC								
3	None	5700z								
CM										
Flabby Hide x4, Iron Ore x16, Monster Fluid x2										



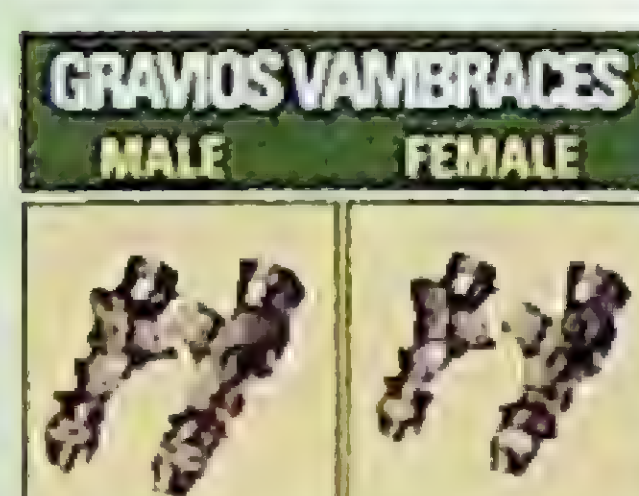
HR	HT	R	DEF	F	W	T
13	Gunner	4	12	0	-1	3
DR	SC	CC				
3	None	45500z				
CM						
Gravios Carapace x2, Gravios Shell x5, Lg Monster Bone x5, Iodrome Hide x3						



HR	HT	R	DEF	F	W	T
13	Blademaster	4	22	-1	-1	0
DR	SC	CC				
0	None	41500z				
CM						
Dragonite Ore x20, Machalite Ore x15, Iron Ore x10, Velociprey Hide x10						



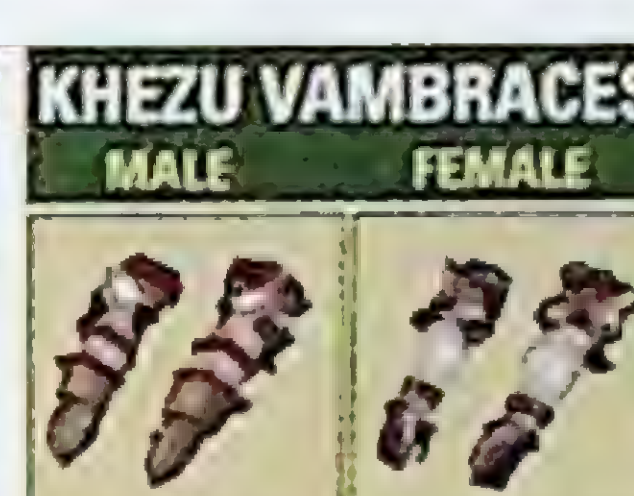
HR	HT	R	DEF	F	W	T
13	Gunner	4	10	0	0	3
DR	SC	CC				
3	None	34500z				
CM						
Pale Bone x1, Flabby Hide x6, Monster Fluid x3, Lifepowder x2						



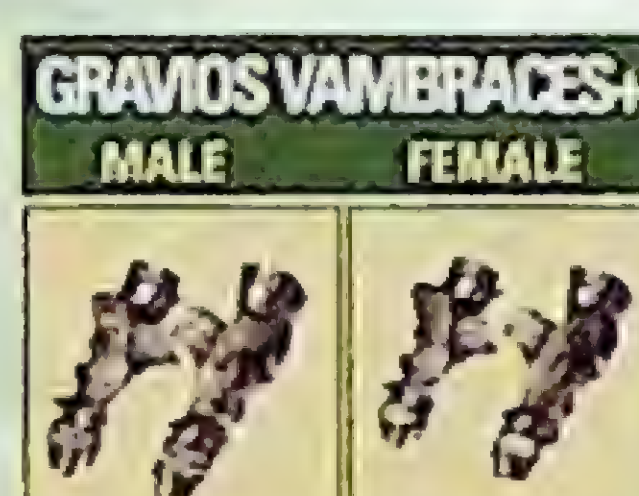
HR	HT	R	DEF	F	W	T
1	Blademaster	3	15	-1	-2	0
DR	SC	CC				
0	None	10500z				
CM						
Gravios Shell x6, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5						



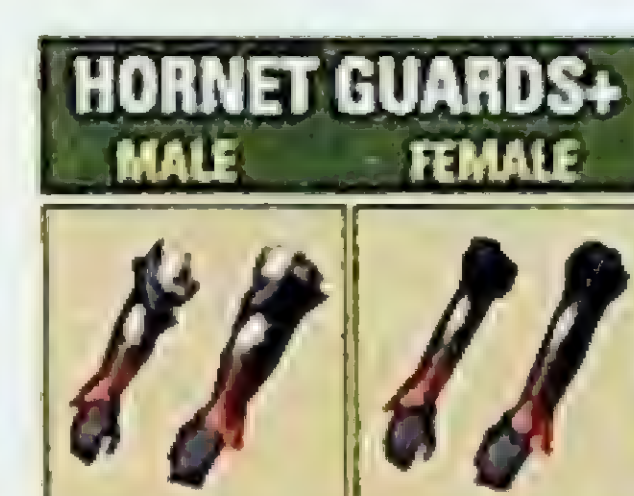
HR	HT	R	DEF	F	W	T
1	Gunner	3	7	-2	-1	2
DR	SC	CC				
5	None	5700z				
CM						
Hometaur Wing x10, Hometaur Shell x5, Machalite Ore x3, Monster Fluid x1						



HR	HT	R	DEF	F	W	T				
1	Blademaster	3	12	-1	-1	0				
DR	SC	CC								
0	None	5700z								
CM										
Flabby Hide x4, Iron Ore x16, Monster Fluid x2										



HR	HT	R	DEF	F	W	T
13	Blademaster	4	23	-1	-2	0
DR	SC	CC				
0	None	45500z				
CM						
Gravios Carapace x2, Gravios Shell x5						
Lg Monster Bone x5, Iodrome Hide x3						



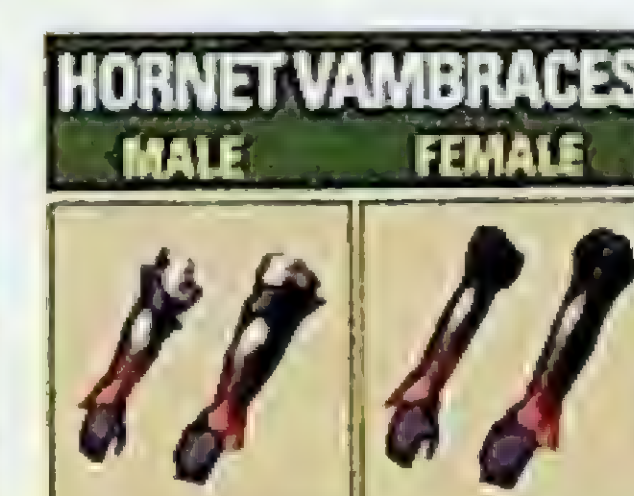
HR	HT	R	DEF	F	W	T
13	Gunner	4	11	-2	-1	2
DR	SC	CC				
5	None	41500z				
CM						
Homet Bladefin x1, Hometaur Wing x20						
Hometaur Shell x10, Union Ore x4						



HR	HT	R	DEF	F	W	T
13	Blademaster	4	20	-1	-1	0
DR	SC	CC				
0	None	34500z				
CM						
Pale Bone x1, Flabby Hide x6, Monster Fluid x3, Lifepowder x2						



HR	HT	R	DEF	F	W	T
13	Blade/Gun	5	12	-1	-1	-1
DR	SC	CC				
-1	None	98000z				
CM						
Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						



HR	HT	R	DEF	F	W	T
1	Blademaster	3	12	-5	-5	0
DR	SC	CC				
2	None	5700z				
CM						
Hometaur Wing x10, Hometaur Shell x5						
Machalite Ore x3, Monster Fluid x1						



HR	HT	R	DEF	F	W	T
1	Gunner	3	6	3	-1	1
DR	SC	CC				
3	None	3700z				
CM						
Kut-Ku Scale x5, Kut-Ku Shell x3, Kut-Ku Webbing x1, Sm Monster Bone x3						



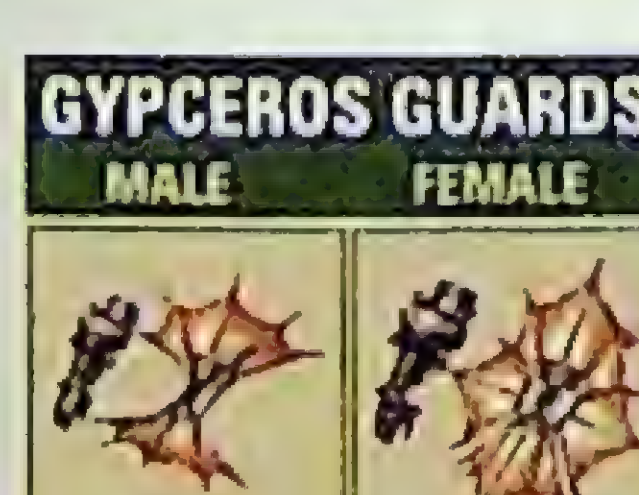
HR	HT	R	DEF	F	W	T
13	Blade/Gun	5	7	0	0	0
DR	SC	CC				
2	None	98000z				
CM						
Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						



HR	HT	R	DEF	F	W	T
13	Blademaster	4	22	-5	-5	0
DR	SC	CC				
2	None	41500z				
CM						
Homet Bladefin x1, Hometaur Wing x20						
Hometaur Shell x10, Union Ore x4						



HR	HT	R	DEF	F	W	T				
13	-	-	-	-	-	-				
DR	SC	CC								
-	-	-								
CM										
Dragonite Ore x3, Kut-Ku Shell x10, Kut-Ku Ear x1, Lg Monster Bone x3										



HR	HT	R	DEF	F	W	T
1	Gunner	3	7	0	3	3
DR	SC	CC				
3	None	4700z				
CM						
Rubbery Hide x4, Antiseptic Stone x2, Genprey Hide x3						



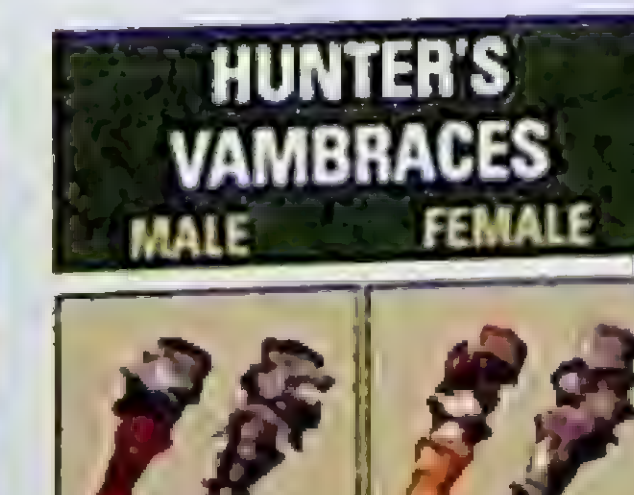
HR	HT	R	DEF	F	W	T
1	Gunner	1	3	1	0	2
DR	SC	CC				
-1	1500z	750z				
CM						
Iron Ore x3, Bullfango Pelt x1, Kelbi Hide x2						



HR	HT	R	DEF	F	W	T
1	Blademaster	3	10	0	-5	-1
DR	SC	CC				
0	None	3700z				
CM						
Kut-Ku Scale x5, Kut-Ku Shell x3, Kut-Ku Webbing x1, Sm Monster Bone x3						



HR	HT	R	DEF	F	W	T
1	Blademaster	3	11	-4	0	0
DR	SC	CC				
0	None	4700z				
CM						
Rubbery Hide x4, Antiseptic Stone x2, Genprey Hide x2						



HR	HT	R	DEF	F	W	T				
1	Blademaster	1	4	-1	-1	0				
DR	SC	CC								
-2	1500z	750z								
CM										
Iron Ore x3, Bullfango Pelt x1, Kelbi Hide x2										





HR	HT	R	DEF	F	W	T				
13	-	-	-	-	-	-				
DR	SC	CC								
-	-	-								
CM										
Dragonite Ore x3, Kut-Ku Shell x10, Kut-Ku Ear x1, Lg Monster Bone x3										



HR	HT	R	DEF	F	W	T
1	Blade/Gun	3	5	0	0	4
DR	SC	CC				
3	None	2700z				
CM						
Machalite Ore x8, Iron Ore x6, Velociprey Hide x5						






LOBSTER GUARDS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	7	1	5	-1
		DR	SC	CC				
		1	None	5700z				
		CM						
		Sm Lobstershell x1, Machalite Ore x4, Genprey Hide x2						

LOBSTER GUARDS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	1	5	-1
		DR	SC	CC				
		1	None	28500z				
		CM						
		Lg Lobstershell x3, Dragonite Ore x5, Union Ore x5, Iodrome Hide x3						

LOBSTER VAMBRACES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	-1	2	-5
DR		SC	CC					
		-1	None	5700z				
CM								
		Sm Lobstershell x1, Machalite Ore x4, Genprey Hide x2						

LOBSTER VAMBRACES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	18	-1	2	-5
DR		SC	CC					
		-1	None	28500z				
CM								
		Lg Lobstershell x3, Dragonite Ore x5, Union Ore x5, Iodrome Hide x3						

MAIDEN'S SLEEVES		HR	HT	R	DEF	F	W	T
FEMALE		13	Blade/Gun	5	12	-1	-1	-1
		DR	SC	CC				
		-1	None	98000z				
		CM						
		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						

MONOBLOS GUARDS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	2	2	2
		DR	SC	CC				
		2	None	10500z				
		CM						
		Crimson Horn x1, Monoblos Spine x1, Monoblos Shell x2, Machalite Ore x2						

<b>MONOBLOS VAMBRACES</b> FEMALE		<b>HR</b>	<b>HT</b>	<b>R</b>	<b>DEF</b>	<b>F</b>	<b>W</b>	<b>T</b>
		1	Blademaster	3	15	-1	-1	-1
<b>DR</b>		<b>SC</b>	<b>CC</b>					
		-1	None	10500z				
<b>CM</b>								
		Crimson Horn x1, Monoblos Spine x1, Monoblos Shell x2, Machalite Ore x2						

PERSONAL SLEEVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blade/Gun	5	7	0	0	0
DR		SC	CC					
		2	None	98000z				
CM								
		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						



PLESIOTH GUARDS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	7	0	5	-1
DR		SC	CC					
		4	None	5700z				
CM								
		Plesioth Scale x3, Monster Fluid x1, Cephalos Scale x3 Plesioth Fin x1						

PLESIOTH GUARDS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	0	5	-1
DR		SC	CC					
		4	None	34500z				
CM								
		Union Ore x3, Cephalos Scale x5, Plesioth Fin x2, Plesioth Scale x5						

PLESIOTH VAMBRACES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	-2	2	-5
DR		SC	CC					
		1	None	5700z				
CM								
		Plesioth Scale x3, Monster Fluid x1, Cephalos Scale x3, Plesioth Fin x1						

PLESIOTH VAMBRACES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	20	-2	2	-5
DR		SC	CC					
		1	None	34500z				
CM								
		Union Ore x3, Cephalos Scale x5, Plesioth Fin x2, Plesioth Scale x5						

RATHALOS GUARDS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	5	0	0
DR		SC	CC					
		-1	None	10500z				
CM								
		Rathalos Tail x1, Rathalos Scale x3, Rathalos Webbing x1 Machalite Ore x2						

RATHALOS GUARDS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	11	5	0	0
		DR	SC	CC				
		-1	None	41500z				
		CM						
		Rathalos Plate x1, Rathalos Tail x3, Rathalos Scale x7, Union Ore x7						

RATHALOS VAMBRACES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	15	2	-1	-1
DR		SC	CC					
		-2	None	10500z				
CM								
		Rathalos Shell x2, Rathalos Scale x6,						



RATHALOS VAMBRACES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	22	2	-1	-1
DR		SC	CC					
		-2	None	41500z				
CM								
		Rathalos Plate x1, Rathalos Shell x15						



RATHIAN GUARDS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	8	5	0	0
DR		SC	CC					
		-1	None	7300z				
CM								
		Rathian Scale x3, Rathian Shell x3, Machalite Ore x3, Iron Ore x5						

RATHIAN GUARDS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	5	0	0
DR		SC	CC					
		-1	None	28500z				
CM								
		Rathian Plate x1, Rathian Shell x20, Rathian Claw x6, Dragonite Ore x5						

RATHIAN VAMBRACES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	13	2	-1	-1
DR		SC	CC					
		-2	None	7300z				
CM								

RATHIAN VAMBRACES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	18	2	-1	-1
DR		SC	CC					
-2		None	28500z					
CM								

SHINOBI KOTE (MOON)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	6	0	-2	2
DR		SC	CC					
		5	None	98000z				
CM								
		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2 Rathalos Webbing x5						
								



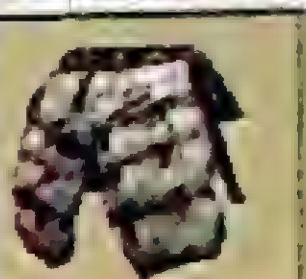










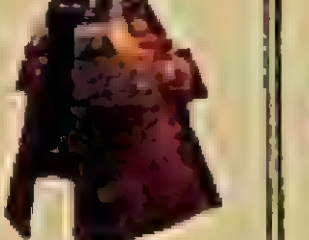












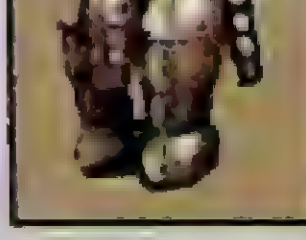
SHINOBI KOTE (SUN)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	10	-3	-5	0
DR		SC	CC					
		2	None	98000z				
CM								
		Fatalis' Webbing x1, Guild Ticket x1,						
		Talisman of the Sun x1						

STEEL VAMBRACES
-----------------


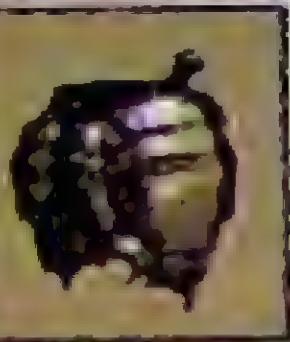




# WAIST ARMOR




<b>AUROROS TASSET</b> <b>MALE</b>  <b>HR</b> 17 <b>HT</b> Blademaster 5 <b>R</b> 24 <b>DEF</b> 2 <b>F</b> 2 <b>W</b> 2 <b>DR</b> SC CC -5 None 9800z <b>CM</b> Lao-Shan's Spine x1, Lao-Shan's Shell x5, Gravios Wing x1, Commendation x3	<b>DRAGONTAIL</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 17 <b>HT</b> Gunner 5 <b>R</b> 12 <b>DEF</b> 4 <b>F</b> 4 <b>W</b> 4 <b>DR</b> SC CC 0 None 19200z <b>CM</b> Fatalis' Shell x3, Fatalis' Scale x2, Fatalis' Webbing x1, Rathalos Plate x1	<b>GRAVIOS TASSET+</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 13 <b>HT</b> Blademaster 4 <b>R</b> 23 <b>DEF</b> -1 <b>F</b> -2 <b>W</b> 0 <b>DR</b> SC CC 0 None 45500z <b>CM</b> Gravios Carapace x2, Gravios Shell x5, Lg Monster Bone x5, Iodrome Hide x3
<b>BATTLE COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Gunner 2 <b>R</b> 4 <b>DEF</b> 2 <b>F</b> 0 <b>W</b> 0 <b>DR</b> SC CC 2 4050z 2025z <b>CM</b> Kut-Ku Scale x3, Iron Ore x5, Huskberry x20, Sm Bone Husk x5	<b>DRAGONWINGS</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 17 <b>HT</b> Blademaster 5 <b>R</b> 24 <b>DEF</b> 1 <b>F</b> 1 <b>W</b> 1 <b>DR</b> SC CC -3 None 19200z <b>CM</b> Fatalis' Shell x3, Fatalis' Scale x2, Fatalis' Webbing x1, Rathalos Plate x1	<b>GUILD KNIGHT COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 13 <b>HT</b> Blade/Gun 5 <b>R</b> 12 <b>DEF</b> -1 <b>F</b> -1 <b>W</b> 1 <b>DR</b> SC CC -1 None 9800z <b>CM</b> Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3
<b>BATTLE TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 2 <b>R</b> 7 <b>DEF</b> -1 <b>F</b> -1 <b>W</b> -1 <b>DR</b> SC CC -1 4050z 2025z <b>CM</b> Kut-Ku Scale x3, Iron Ore x5, Earth Crystal x3, Whetstone x5	<b>GENESIS TASSET</b> <b>MALE</b>  <b>HR</b> 17 <b>HT</b> Gunner 5 <b>R</b> 12 <b>DEF</b> 5 <b>F</b> 5 <b>W</b> 5 <b>DR</b> SC CC -1 None 9800z <b>CM</b> Lao-Shan's Spine x1, Lao-Shan's Shell x5, Gravios Wing x1, Commendation x3	<b>GUILD KNIGHT KILT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 13 <b>HT</b> Blade/Gun 5 <b>R</b> 7 <b>DEF</b> 0 <b>F</b> 0 <b>W</b> 0 <b>DR</b> SC CC 2 None 9800z <b>CM</b> Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3
<b>BONE COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blade/Gun 2 <b>R</b> 3 <b>DEF</b> 3 <b>F</b> 3 <b>W</b> 0 <b>DR</b> SC CC 0 None 1500z <b>CM</b> Monster Fluid x1, Bullfango Pelt x1, Sm Bone Husk x7	<b>GENPREY COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Gunner 2 <b>R</b> 5 <b>DEF</b> -1 <b>F</b> 3 <b>W</b> 0 <b>DR</b> SC CC 0 None 2300z <b>CM</b> Genprey Scale x6, Iron Ore x3, Bullfango Pelt x2	<b>GYPCEROS COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Gunner 3 <b>R</b> 7 <b>DEF</b> 0 <b>F</b> 3 <b>W</b> 3 <b>DR</b> SC CC 3 None 4700z <b>CM</b> Rubbery Hide x4, Antiseptic Stone x2, Genprey Hide x5
<b>BONE TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 2 <b>R</b> 6 <b>DEF</b> 0 <b>F</b> 0 <b>W</b> -1 <b>DR</b> SC CC -1 None 1500z <b>CM</b> Unknown Skull x1, Bullfango Pelt x1, Kelbi Hide x2	<b>GENPREY TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 2 <b>R</b> 8 <b>DEF</b> -2 <b>F</b> 0 <b>W</b> -2 <b>DR</b> SC CC -1 None 2300z <b>CM</b> Genprey Scale x6, Iron Ore x3, Bullfango Pelt x2	<b>GYPCEROS TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 3 <b>R</b> 11 <b>DEF</b> -4 <b>F</b> 0 <b>W</b> 0 <b>DR</b> SC CC 0 None 4700z <b>CM</b> Rubbery Hide x4, Antiseptic Stone x2, Genprey Hide x5
<b>BOREALIS TASSET</b> <b>FEMALE</b>  <b>HR</b> 17 <b>HT</b> Blademaster 5 <b>R</b> 24 <b>DEF</b> 2 <b>F</b> 2 <b>W</b> 2 <b>DR</b> SC CC -5 None 9800z <b>CM</b> Lao-Shan's Spine x1, Lao-Shan's Shell x5, Gravios Wing x1, Commendation x3	<b>GLYPH TASSET</b> <b>FEMALE</b>  <b>HR</b> 17 <b>HT</b> Gunner 5 <b>R</b> 12 <b>DEF</b> 5 <b>F</b> 5 <b>W</b> 5 <b>DR</b> SC CC -1 None 9800z <b>CM</b> Lao-Shan's Spine x1, Lao-Shan's Shell x5, Gravios Wing x1, Commendation x3	<b>HIDE BELT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blade/Gun 2 <b>R</b> 9 <b>DEF</b> 1 <b>F</b> 1 <b>W</b> 1 <b>DR</b> SC CC 0 None 2700z <b>CM</b> Rathalos Webbing x4
<b>CEPHALOS COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Gunner 3 <b>R</b> 6 <b>DEF</b> 0 <b>F</b> 3 <b>W</b> -2 <b>DR</b> SC CC 4 None 4700z <b>CM</b> Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x5	<b>GRAVIOS COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Gunner 3 <b>R</b> 9 <b>DEF</b> 0 <b>F</b> -1 <b>W</b> 3 <b>DR</b> SC CC 3 None 10500z <b>CM</b> Gravios Shell x5, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5	<b>HI-METAL COAT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Gunner 3 <b>R</b> 5 <b>DEF</b> 0 <b>F</b> 0 <b>W</b> 4 <b>DR</b> SC CC 3 None 2700z <b>CM</b> Machalite Ore x7, Iron Ore x5, Velociprey Hide x5
<b>CEPHALOS TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 3 <b>R</b> 11 <b>DEF</b> -3 <b>F</b> 0 <b>W</b> -5 <b>DR</b> SC CC 1 None 4700z <b>CM</b> Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x5	<b>GRAVIOS COAT+</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 13 <b>HT</b> Gunner 4 <b>R</b> 12 <b>DEF</b> 0 <b>F</b> -1 <b>W</b> 3 <b>DR</b> SC CC 3 None 45500z <b>CM</b> Gravios Carapace x2, Gravios Shell x5, Lg Monster Bone x5, Iodrome Hide x3	<b>HI-METAL COAT+</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 13 <b>HT</b> Gunner 4 <b>R</b> 11 <b>DEF</b> 0 <b>F</b> 0 <b>W</b> 4 <b>DR</b> SC CC 3 None 41500z <b>CM</b> Dragonite Ore x15, Machalite Ore x10, Iron Ore x10, Velociprey Hide x10
<b>CHAIN BELT</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blade/Gun 1 <b>R</b> 2 <b>DEF</b> 1 <b>F</b> 1 <b>W</b> -1 <b>DR</b> SC CC 0 700z 350z <b>CM</b> Iron Ore x2, Kelbi Hide x2	<b>GRAVIOS TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 3 <b>R</b> 15 <b>DEF</b> -1 <b>F</b> -2 <b>W</b> 0 <b>DR</b> SC CC 0 None 10500z <b>CM</b> Gravios Shell x5, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5	<b>HI-METAL TASSET</b> <b>MALE</b> <b>FEMALE</b>  <b>HR</b> 1 <b>HT</b> Blademaster 3 <b>R</b> 9 <b>DEF</b> -1 <b>F</b> -1 <b>W</b> 0 <b>DR</b> SC CC 0 None 2700z <b>CM</b> Machalite Ore x7, Iron Ore x5, Velociprey Hide x5

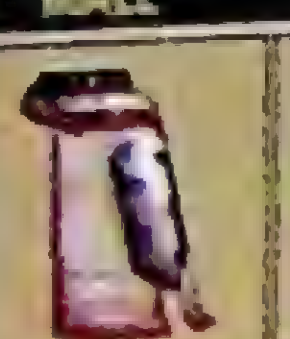




HI-METAL TASSET+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	22	-1	-1	0
		DR	SC	CC				
		0	None	41500z				
CM		Dragonite Ore x15, Machalite Ore x10,						
		Iron Ore x10, Velociprey Hide x10						



KHEZU COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	7	0	0	3
		DR	SC	CC				
		3	None	5700z				
		CM	Flabby Hide x3, Iron Ore x16, Monster Fluid x2					

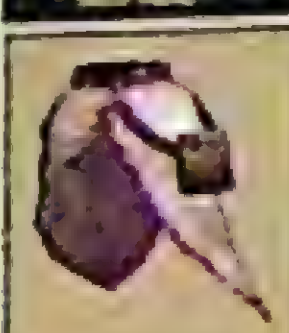
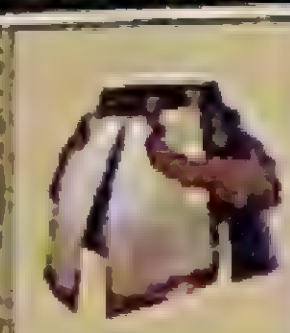
MAIDEN'S SKIRT		HR	HT	R	DEF	F	W	T
FEMALE		13	Blade/Gun	5	12	-1	-1	-1
	DR		SC		CC			
	-1		None		98000z			
	CM		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3					



HORNET COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	7	-2	-1	2
		DR	SC	CC				
		5	None	5700z				
		CM	Hometaur Wing x10, Hometaur Shell x5, Machalite Ore x3, Monster Fluid x1					



KHEZU COAT+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	0	0	3
		DR	SC	CC				
		3	None	34500z				
		CM	Pale Bone x1, Flabby Hide x5, Monster Fluid x3, Lifepowder x2					

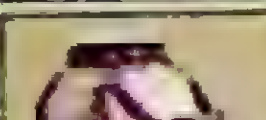

PERSONAL FRILLS		HR	HT	R	DEF	F	W	T
FEMALE		13	Blade/Gun	5	7	0	0	0
		DR	SC	CC				
		2	None	98000z				
		CM	Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3					


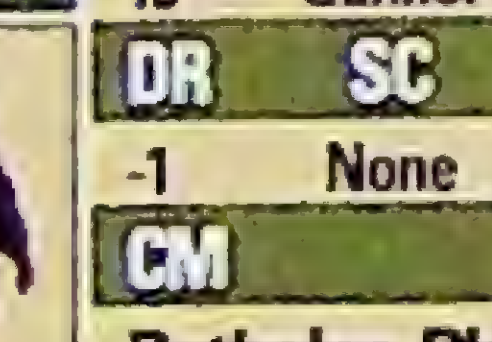
HORNET COAT+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	11	-2	-1	2
		DR	SC	CC				
		5	None	41500z				
		CM	Hornet Bladefin x1, Hometaur Head x2 Hometaur Shell x10, Union Ore x4					



KHEZU TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	12	-1	-1	0
		DR	SC	CC				
		0	None	5700z				
CM		Flabby Hide x3, Iron Ore x16, Monster Fluid x2						


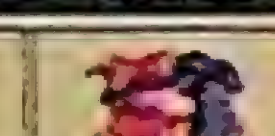
RATHALOS COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	5	0	0
		DR	SC	CC				
		-1	None	10500z				
		CM	Rathalos Shell x2, Rathalos Scale x5, Rathalos Webbing x1, Machalite Ore x2					



HORNET TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	-5	-5	0
		DR	SC	CC				
		2	None	5700z				
CM		Hometaur Wing x10, Hometaur Shell x5, Machalite Ore x3, Monster Fluid x1						


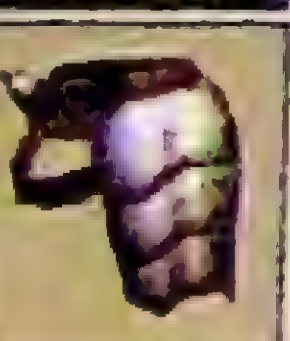
KHEZU TASSET+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	20	-1	-1	0
		DR	SC	CC				
		0	None	34500z				
		CM						
		Pale Bone x1, Flabby Hide x5, Monster Fluid x3, Lifepowder x2						

RATHALOS COAT+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	11	5	0	0
		DR	SC	CC				
		-1	None	41500z				
CM		Rathalos Plate x1, Rathalos Shell x15, Rathalos Scale x7 Union Ore x7						



HORNET TASSET+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	22	-5	-5	0
		DR	SC	CC				
		2	None	41500z				
		CM	Hornet Bladefin x1, Hornetaur Head x2, Hornetaur Shell x10, Union Ore x4					



KUT-KU COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	6	3	-1	1
		DR	SC	CC				
		3	None	3700z				
		CM	Kut-Ku Scale x5, Kut-Ku Shell x3, Kut-Ku Webbing x1, Sm Monster Bone x3					

RATHALOS TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	15	2	-1	-1
		DR	SC	CC				
		-2	None	10500z				
		CM	Rathalos Shell x2, Rathalos Scale x5, Rathalos Webbing x1 Machalite Ore x2					


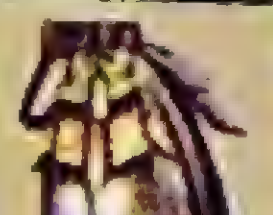
HUNTER'S COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	1	3	1	0	2
		DR	SC	CC				
		-1	1500z	750z				
		CM	Iron Ore x3, Bullfango Pelt x1, Kelbi Hide x2					

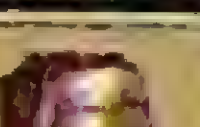

KUT-KU COAT+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	-	-	-	-	-	-
		DR	SC	CC				
		-	-	-				
CM								
Dragonite Ore x3, Kut-Ku Shell x10, Kut-Ku Ear x1, Lq Monster Bone x3								

RATHALOS TASSET+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	22	2	-1	-1
		DR	SC	CC				
		-2	None	41500z				
		CM	Rathalos Plate x1, Rathalos Shell x15, Rathalos Scale x7, Union Ore x7					



HUNTER'S TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	1	4	-1	-1	0
		DR	SC	CC				
		-2	1500z	750z				
		CM	Iron Ore x3, Bullfango Pelt x1, Kelbi Hide x2					



KUT-KU TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	10	0	-5	-1
		DR	SC	CC				
		0	None	3700z				
		CM	Kut-Ku Scale x5, Kut-Ku Shell x3, iKut-Ku Webbing x1, Sm Monster Bone x3					



RATHIAN COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	8	5	0	0
		DR	SC	CC				
		-1	None	7300z				
		CM						
Rathian Scale x2, Rathian Shell x4, Machalite Ore x3, Iron Ore x8								


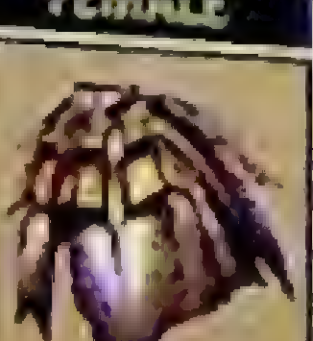
IOPREY COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	6	0	-1	3
		DR	SC	CC				
		0	None	3700z				
CM		Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10						



KUT-KU TASSET+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	-	-	-	-	-	-
		DR	SC	CC				
		-	-	-				
		CM						
Dragonite Ore x3, Kut-Ku Shell x10, Kut-Ku Ear x1, Lg Monster Bone x3								

RATHIAN COAT+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	5	0	0
		DR	SC	CC				
		-1	None	28500z				
		CM						
		Rathian Plate x1, Rathian Shell x18, Rathian Claw x12, Dragonite Ore x10						

IOPREY TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	10	-2	-2	-1
		DR	SC	CC				
		-2	None	3700z				
		CM	Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10					

LEATHER BELT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	1	1	1	0	0
		DR	SC	CC				
		0	300z	150z				
		CM	Iron Ore x1, Kelbi Hide x1					

RATHIAN TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	13	2	-1	-1
		DR	SC	CC				
		-2	None	7300z				
CM		Rathian Scale x2, Rathian Shell x4, Machalite Ore x3, Iron Ore x8						

IRON BELT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	1	2	2	-2	-3
		DR	SC	CC				
		1	None	400z				
		CM						
		Iron Ore x2, Kelbi Hide x1						





RED BOREALIS TASSET FEMALE		HR	HT	R	DEF	F	W	T
		17	Blademaster	5	24	2	-5	2
DR		SC	CC					
2		None	98000z					
CM		Lao-Shan's Spine x1, Lao-Shan's Shell x5, Gravios Wing x1, Commendation x3						


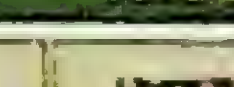
RED GLYPH TASSET		HR	HT	R	DEF	F	W	T
FEMALE		17	Gunner	5	12	5	-1	5
DR		SC	CC					
5		None	98000z					
CM		Lao-Shan's Spine x1, Lao-Shan's Shell x5 Gravios Wing x1, Commendation x3						

SHINOBI BELT (MOON)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	6	0	-2	2
DR		SC	CC					
5		None	98000z					
CM		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2, Rathalos Webbing x5						



SHINOBI BELT (SUN)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	10	-3	-5	0
DR		SC	CC					
2		None	98000z					
CM		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2, Rathalos Webbing x5						



STEEL BELT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	2	0	-1
		DR	SC	CC				
		1	None	5700z				
		CM	Machalite Ore x12, Iron Ore x10					



STEEL BELT+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	20	4	0	-2
		DR	SC	CC				
		2	None	34500z				
CM		Machalite Ore x12, Iron Ore x10						

VELOCIPREY COAT		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	1	Gunner	2	3	3	0	-1	
		DR	SC	CC					
		0	None	1500z					
		CM	Velociprey Scale x3, Iron Ore x2, Kelbi Hide x1						

VELOCIPREY TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	6	0	-2	-2
DR		SC	CC					
-1		None	1500z					
CM		Velociprey Scale x3, Iron Ore x2, Kelbi Hide x1						


VESPOID COAT		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	3	5	-2	-1	2
		DR	SC	CC				
		5	None	2700z				
		CM	Vespoid Shell x5, Machalite Ore x5, Gennrey Hide x3					



VESPOID TASSET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	9	-5	-5	0
		DR	SC	CC				
		2	None	2700z				
CM		Vespoid Wing x10, Machalite Ore x5 Genprey Hide x3						



VESPOID TASSET+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	20	-5	-5	0
		DR	SC	CC				
		2	None	34500z				
		CM						
Vespoid Bladefin x1, Vespoid Wing x25, Union Ore x6, Gendrame Hide x3								


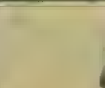
## LEG ARMOR





AUROROS PANTS		HR	HT	R	DEF	F	W	T
MALE		17	Blademaster	5	24	2	2	2
		DR	SC	CC				
		-5	None	98000z				
		CM						
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathian Plate x1, Commendation x3						


BATTLE GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	7	-1	-1	-1
		DR	SC	CC				
		-1	4050z	2025z				
		CM	Kut-Ku Scale x3, Iron Ore x5, Earth Crystal x3, Whetstone x5					

BATTLE LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	4	2	0	0
		DR	SC	CC				
		2	4050z	2025z				
		CM	Kut-Ku Scale 3Iron Ore x5, Huskberry x20, Sm Bone Husk x5					



BLUE PANTS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	1	2	1	1	-1
		DR	SC	CC				
		0	700z	350z				
		CM	Iron Ore x2 Kelbi Hide x2					



BONE GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	6	0	0	-1
		DR	SC	CC				
		-1	None	1500z				
		CM	Sm Monster Bone x7, Bullfango Pelt x1, Kelbi Hide x2					

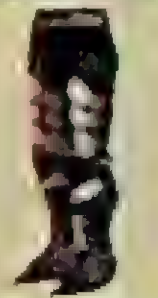

BONE LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	3	3	3	0
		DR	SC	CC				
		0	None	1500z				
		CM						
		Sm Monster Bone x7, Bullfango Pelt x1, Kelbi Hide x2						



BOREALIS PANTS		HR	HT	R	DEF	F	W	T
FEMALE		17	Blademaster	5	24	2	2	2
	DR		SC	CC				
	-5		None	98000z				
	CM		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathian Plate x1, Commendation x3					

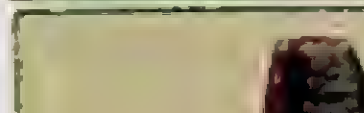
CEPHALOS GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	11	-3	0	-5
DR		SC	CC					
1		None	4700z					
CM		Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x5						



CEPHALOS LEGGINGS		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	1	Gunner	3	6	0	3	-2	
		DR	SC	CC					
		4	None	4700z					
		CM	Cephalos Scale x5, Cephalos Fin x1, Machalite Ore x2, Iron Ore x5						
									

DARK METAL BOOTS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	5	0	-1	1
		DR	SC	CC				
		0	6400z	None				
		CM	None					

DRAGONFEET		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blademaster	5	24	1	1	1
		DR	SC	CC				
		-3	None	192000z				
		CM	Fatalis' Scale x3, Fatalis' Shell x2, Fatalis' Webbing x1, Rathalos Plate x1					

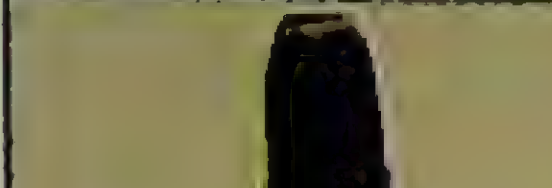
DRAGONLEGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Gunner	5	12	4	4	4
		DR	SC	CC				
		0	None	192000z				
		CM	Fatalis' Scale x3, Fatalis' Shell x2, Fatalis' Webbing x1, Rathalos Plate x1					



GENESIS PANTS		HR	HT	R	DEF	F	W	T
MALE		17	Gunner	5	12	5	5	5
		DR	SC	CC				
		-1	None	98000z				
		CM	Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathian Plate x1, Commendation x3					


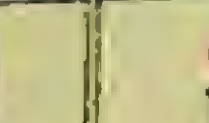
GENPREY GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	8	-2	0	-2
		DR	SC	CC				
		-1	None	2300z				
		CM	Genprey Scale x6, Iron Ore x3, Bullfango Pelt x2					



GENPREY LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	5	-1	3	0
DR		SC	CC					
0		None	2300z					
CM		Genprey Scale x6, Iron Ore x3, Bullfango Pelt x2						





GLYPH PANTS		HR	HT	R	DEF	F	W	T
FEMALE		17	Gunner	5	12	5	5	5
		DR	SC	CC				
		-1	None	9800z				
		CM	Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathian Plate x1, Commendation x3					



HI-METAL GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	9	-1	-1	0
		DR	SC	CC				
		0	None	2700z				
		CM	Machalite Ore x8, Iron Ore x6, Velociprey Hide x5					

IOPREY GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	10	-2	-2	-1
		DR	SC	CC				
		-2	None	3700z				
		CM	Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10					



GRAVIOS GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	15	-1	-2	0
		DR	SC	CC				
		0	None	10500z				
		CM	Gravios Shell x6, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5					



HI-METAL GREAVES+		HR	HT	R	DEF	F	W	T
		13	Blademaster	4	22	-1	-1	0
		DR	SC	CC				
		0	None	41500z				
		CM						
		Dragonite Ore x20, Machalite Ore x15, Iron Ore x10, Velociprey Hide x10						

IOPREY LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	6	0	-1	3
		DR	SC	CC				
		0	None	3700z				
		CM	Ioprey Scale x9, Iron Ore x6, Sm Monster Bone x10					



GRAVIOS GREAVES+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	Blademaster	4	23	-1	-2	0	
		DR	SC	CC					
		0	None	4500z					
		CM	Gravios Carapace x3, Gravios Shell x8, Lg Monster Bone x5, Iodrome Hide x3						


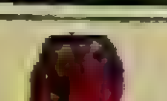
HI-METAL LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	5	0	0	4
DR		SC	CC					
3		None	2700z					
CM		Machalite Ore x8, Iron Ore x6, Velociprey Hide x5						



KHEZU GREAVES		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	1	Blademaster	3	12	-1	-1	0	
		DR	SC	CC					
		0	None	5700z					
		CM							
		Flabby Hide x4, Iron Ore x16, Monster Fluid x2							



GRAVIOS LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	0	-1	3
		DR	SC	CC				
		3	None	10500z				
		CM	Gravios Shell x6, Med Monster Bone x5, Iron Ore x12, Ioprey Hide x5					



HI-METAL LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	11	0	0	4
DR		SC	CC					
3		None	41500z					
CM		Dragonite Ore x20, Machalite Ore x15, Iron Ore x10, Velociprey Hide x10						



KHEZU GREAVES+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	Blademaster	4	20	-1	-1	0	
		DR	SC	CC					
		0	None	34500z					
		CM	Pale Bone x1, Flabby Hide x6, Monster Fluid x3, Lifepowder x2						



GRAVIOS LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	12	0	-1	3
		DR	SC	CC				
		3	None	4550z				
		CM						
Gravios Carapace x3, Gravios Shell x8, Lg Monster Bone x5, Iodrome Hide x3								

HORNET GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	12	-5	-5	0
		DB	SC	CC				
		2	None	5700z				
		CM	Hornetaur Wing x10, Hornetaur Shell x5, Machalite Ore x3, Monster Fluid x1					



KHEZU LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	7	0	0	3
		DR	SC	CC				
		3	None	5700z				
		CM						
		Flabby Hide x4, Iron Ore x16, Monster Fluid x2						


GREEN PANTS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	1	1	1	0	0
		DR	SC	CC				
		0	300z	150z				
		CM	Iron Ore x1, Kelbi Hide x1					


HORNET GREAVES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	22	-5	-5	0
		DR	SC	CC				
		2	None	41500z				
		CM	Hornet Blade/fin x1, Hornet Head x2, Hornet Shell x10, Union Ore x4					

KHEZU LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	0	0	3
		DR	SC	CC				
		3	None	34500z				
		CM						
Pale Bone x1, Flabby Hide x6, Monster Fluid x3, Lifepowder x2								



GUILD KNIGHT BOOTS		HR	HT	R	DEF	F	W	T
MALE		13	Blade/Gun	5	12	-1	-1	-1
DR		SC	CC					
-1		None	98000z					
CM		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						

HORNET LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	7	-2	-1	2
		DR	SC	CC				
		5	None	5700z				
		CM						
		Hornetaur Wing x10, Hornetaur Shell x5, Machalite Ore x3, Monster Fluid x1						



MAIDEN'S STOCKINGS		Monster Fluid x3, Lifepowder x2							
FEMALE		HR	HT	R	DEF	F	W	T	
		13	Blade/Gun	5	12	-1	-1	-1	
		DR	SC	CC					
		-1	None	98000z					
		CM							
		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3							

GUILD KNIGHT TIGHTS		HR	HT	R	DEF	F	W	T
MALE		13	Blade/Gun	5	7	0	0	0
		DR	SC	CC				
		2	None	98000z				
		CM						
		Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						

HORNET LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	11	-2	-1	2
DR		SC		CC				
5		None		41500z				
CM		Hornet Blade/fin x1, Hornet Head x2, Hornet Shell x10, Union Ore x4						

		Egg Ticket x5, Jewel Ticket x3							
PERSONAL TIGHTS		HR	HT	R	DEF	F	W	T	
FEMALE		13	Blade/Gun	5	7	0	0	0	
		DR	SC	CC					
		2	None	98000z					
		CM	Novacrystal x1, Guild Ticket x1, Egg Ticket x5, Jewel Ticket x3						

GYPCEROS GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	11	-4	0	0
DR		SC	CC					
0		None	4700z					
CM		Rubbery Hide x4, Antiseptic Stone x2, Genprey Hide x5						



HUNTER'S GREAVES		nonetaur Shell x10, Union Ore x4						
MALE	FEMALE	HR	HT	R	DEF	F	W	T
		1	Blademaster	1	4	-1	-1	0
DR		SC	CC					
-2		1500z	750z					
CM		Iron Ore x3, Bullfango Pelt x1, Kelbi Hide x2						



Novacrystal x1, Guild Ticket x1,  
Egg Ticket x5, Jewel Ticket x3

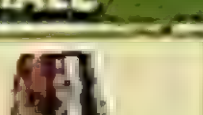

PINK METAL BOOTS  
FEMALE



HR	HT	R	DEF	F	W	T
1	Blade/Gun	2	12	1	-1	0
DR	SC	CC				
0	54000z	None	None			
CM						







PLESIOTH GREAVES+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	Blademaster	4	20	-2	2	-5	
		DR	SC	CC					
		1	None	34500z					
		CM							
		Union Ore x3, Cephalos Scale x5, Plesioth Fin x2, Plesioth Scale x5							



PLESIOTH LEGGINGS		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	1	Gunner	3	7	0	5	-1	
		DR	SC	CC					
		4	None	5700z					
		CM							
		Plesioth Scale x3, Monster Fluid x1, Cephalos Scale x3, Plesioth Fin x1							

PLESIOTH LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	0	5	-1
		DR	SC	CC				
		4	None	34500z				
		CM						
		Union Ore x3, Cephalos Scale x5, Plesioth Fin x2, Plesioth Scale x5						



RATHALOS GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	15	2	-1	-1
		DR	SC	CC				
		-2	None	10500z				
CM								
		Rathalos Shell x2, Rathalos Scale x6, Rathalos Webbing x1, Machalite Ore x2						

RATHALOS GREAVES+		HR	HT	R	DEF	F	W	T	
MALE	FEMALE	13	Blademaster	4	22	2	-1	-1	
		DR	SC	CC					
		-2	None	41500z					
		CM							
		Rathalos Plate x1, Rathalos Shell x15, Rathalos Webbing x7, Union Ore x7							


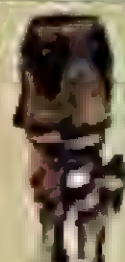
RATHALOS LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	9	5	0	0
		DR	SC	CC				
		-1	None	10500z				
		CM						
		Rathalos Shell x2, Rathalos Scale x6, Rathalos Webbing x1, Machalite Ore x2						



RATHALOS LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	11	5	0	0
DR		SC	CC					
		-1	None	41500z				
CM								
		<b>Rathalos Plate x1, Rathalos Shell x15,</b>						
		<b>Rathalos Webbing x7, Union Ore x7</b>						

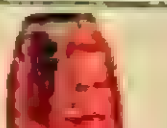
VESPOID LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	-2	-1	2
		DR	SC	CC				
		5	None	34500z				
		CM						
Vespoid Bladefin x1, Vespoid Shell x15, Union Ore x6, Gendrome Hide x3								


RATHIAN GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	13	2	-1	-1
		DR	SC	CC				
		-2	None	7300z				
		CM						
		Rathian Scale x3, Rathian Shell x3, Machalite Ore x3, Iron Ore x8						



RATHIAN GREAVES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	18	2	-1	-1
DR		SC	CC					
		-2	None	28500z				
CM								
		Rathian Plate x1, Rathian Scale x20, Rathian Spike x15, Dragonite Ore x10						

RATHIAN LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	8	5	0	0
		DR	SC	CC				
		-1	None	7300z				
		CM						
		Rathian Scale x3, Rathian Shell x3, Machalite Ore x3, Iron Ore x8						



RATHIAN LEGGINGS+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Gunner	4	10	5	0	0
		DR	SC	CC				
		-1	None	28500z				
		CM						
		Rathian Plate x1, Rathian Scale x20, Rathian Spike x15, Dragonite Ore x10						

RED BOREALIS PANTS FEMALE		HR	HT	R	DEF	F	W	T
		17	Blademaster	5	24	2	-5	2
		DR	SC	CC				
		2	None	98000z				
		CM						
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathian Plate x1, Commendation x3						

RED GLYPH PANTS		HR	HT	R	DEF	F	W	T
FEMALE		17	Gunner	5	12	5	-1	5
		DR	SC	CC				
		5	None	98000z				
		CM						
		Lao-Shan's Spine x1, Lao-Shan's Scale x5, Rathian Plate x1, Commendation x3						

SHINOBI BOOTS (MOON)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	6	0	-2	2
DR		SC	CC					
		5	None	98000z				
CM								
		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2, Rathalos Webbing x5						
								

SHINOBI BOOTS (SUN)		HR	HT	R	DEF	F	W	T
MALE	FEMALE	17	Blade/Gun	5	10	-3	-5	0
DR		SC	CC					
		2	None	98000z				
CM								
		Fatalis' Webbing x1, Guild Ticket x1, Monster Fluid x2, Rathalos Webbing x5						

SILVER BOOTS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blade/Gun	2	9	0	1	-1
		DR	SC	CC				
		0	36000z	None	None			
		CM						

VELOCIPREY GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	2	6	0	-2	-2
DR		SC	CC					
		-1	None	1500z				
CM								
		Velociprey Scale x3, Iron Ore x2, Kelbi Hide x1						

VELOCIPREY LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	2	3	3	0	-1
DR		SC	CC					
		0	None	1500z				
CM								
		Velociprey Scale x3, Iron Ore x2, Kelbi Hide x1						

VESPOID GREAVES		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Blademaster	3	9	-5	-5	0
		DR	SC	CC				
		2	None	2700z				
		CM						
		Vespoid Wing x10, Machalite Ore x5, Genprey Hide x3						

VESPOID GREAVES+		HR	HT	R	DEF	F	W	T
MALE	FEMALE	13	Blademaster	4	20	-5	-5	0
DR		SC	CC					
		2	None	34500z				
CM								
		Vespoid Bladefin x1, Vespoid Wing x2 Union Ore x6, Gendrome Hide x3						

VESPOID LEGGINGS		HR	HT	R	DEF	F	W	T
MALE	FEMALE	1	Gunner	3	5	-2	-1	2
		DR	SC	CC				
		5	None	2700z				
		CM						
		Vespoid Shell x5, Machalite Ore x5, Genprey Hide x3						





# COMPLETE ARMOR SUITS

## AUROROS



Auroros Set :  
Blademaster : Male

Genesis Set : Gunner :  
Male

## BATTLE



Battle Set :  
Blademaster : Male

Battle Set :  
Blademaster : Female

Battle Set : Gunner :  
Male

Battle Set : Gunner :  
Female

## BONE



Bone Set : Blademaster :  
Male

Bone Set : Blademaster :  
Female

Bone Set : Gunner :  
Male

Bone Set : Gunner :  
Female

## BOREALIS



Borealis Set :  
Blademaster : Female

Borealis Set : Gunner :  
Female

Red Borealis Set :  
Blademaster : Female

Red Borealis Set :  
Gunner : Female

## CEPHALOS



Cephalos Set :  
Blademaster : Male

Cephalos Set :  
Blademaster : Female

Cephalos Set :  
Gunner : Male

Cephalos Set :  
Gunner : Female

## CHAIN & STEEL



Chain/Steel/Steel+ Set :  
Blade/Gun : Male

Chain/Steel/Steel+ Set :  
Blade/Gun : Female

## DIABLOS



Diablos/Diablos+ Set :  
Blademaster : Male

Diablos/Diablos+ Set :  
Blademaster : Female

Diablos/Diablos+ Set :  
Gunner : Male

Diablos/Diablos+ Set :  
Gunner : Female

## DRAGON



Dragon Set :  
Blademaster : Male

Dragon Set :  
Blademaster : Female

Dragon Set : Gunner :  
Male

Dragon Set : Gunner :  
Female



## GENPREY



Genprey Set :  
Blademaster : Male



Genprey Set :  
Blademaster : Female



Genprey Set : Gunner :  
Male



Genprey Set : Gunner :  
Female

## GRAVIOS



Gravios/Gravios+ Set :  
Blademaster : Male



Gravios/Gravios+ Set :  
Blademaster : Female



Gravios/Gravios+ Set :  
Gunner : Male



Gravios/Gravios+ Set :  
Gunner : Female

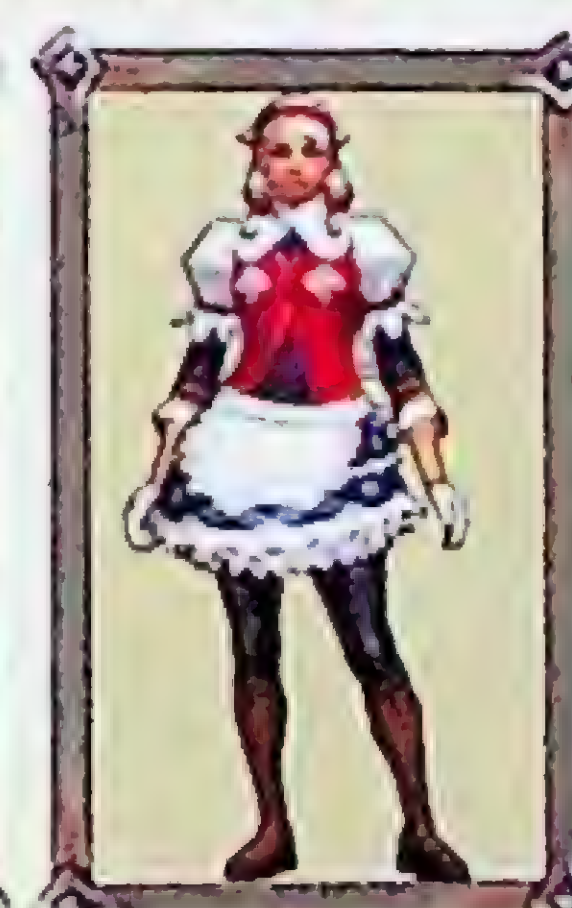
## GUILD PERSONNEL



Guild Knight Set :  
Blademaster : Male



Guild Knight Set :  
Gunner : Male



Maid Set : Blade/Gun :  
Female



Personal Set :  
Blade/Gun : Female

## GYPCEROS



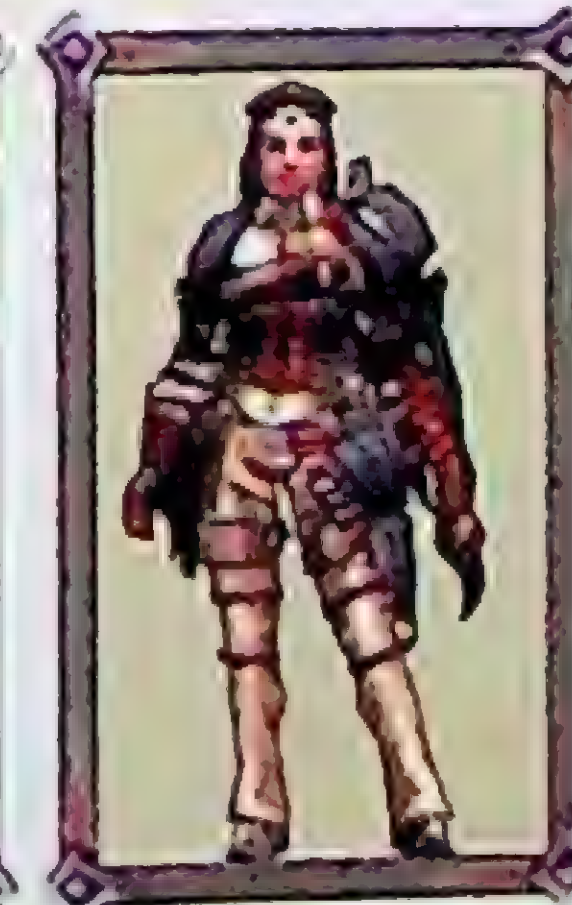
Gypceros Set :  
Blademaster : Male



Gypceros Set :  
Blademaster : Female



Gypceros Set : Gunner :  
Male



Gypceros Set : Gunner :  
Female

## HI-METAL



Hi-Metal/Hi-Metal+ Set :  
Blademaster : Male



Hi-Metal/Hi-Metal+ Set :  
Blademaster : Female

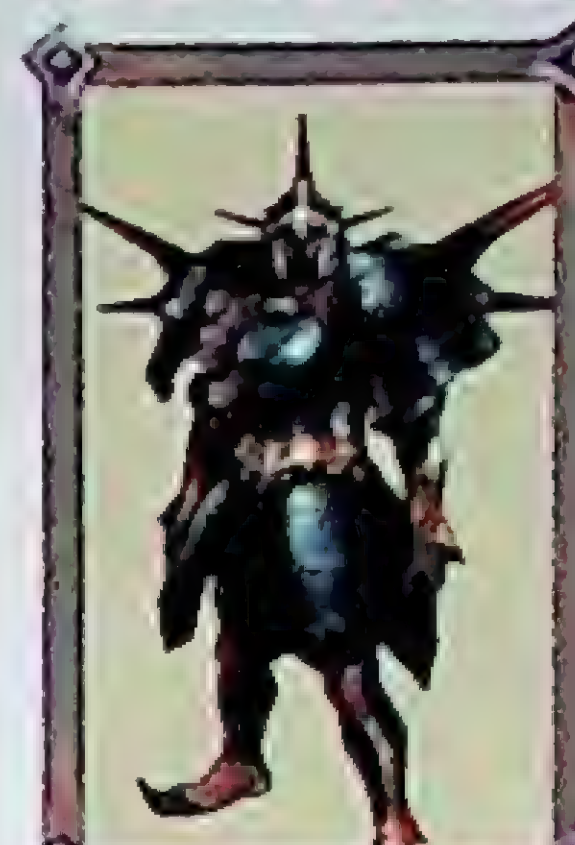


Hi-Metal/Hi-Metal+ Set :  
Gunner : Male



Hi-Metal/Hi-Metal+ Set :  
Gunner : Female

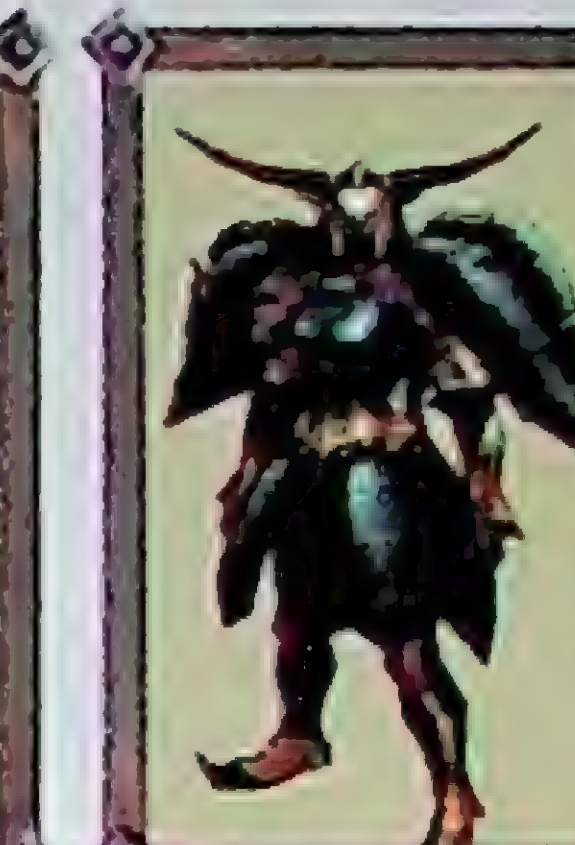
## HORNET



Hornet/Hornet+ Set :  
Blademaster : Male



Hornet/Hornet+ Set :  
Blademaster : Female

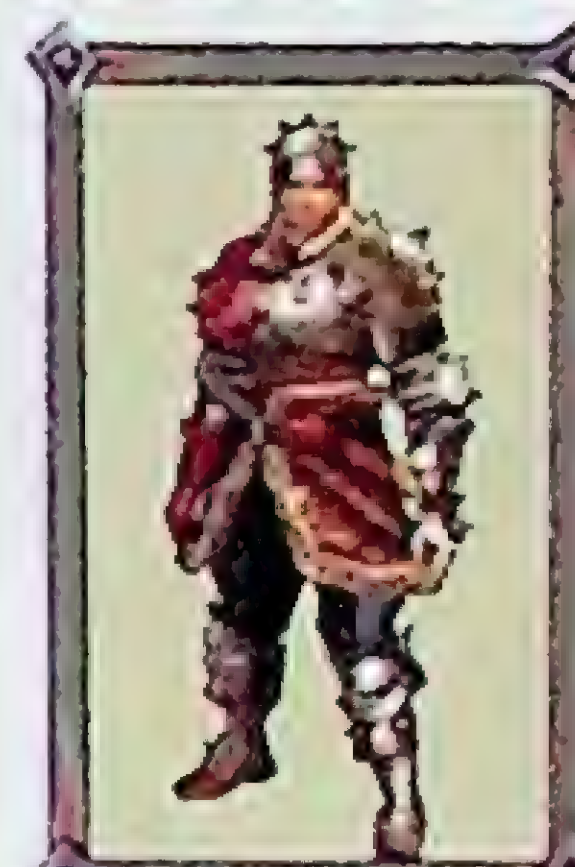


Hornet/Hornet+ Set :  
Gunner : Male



Hornet/Hornet+ Set :  
Gunner : Female

## HUNTER



Hunter Set :  
Blademaster : Male



Hunter Set :  
Blademaster : Female

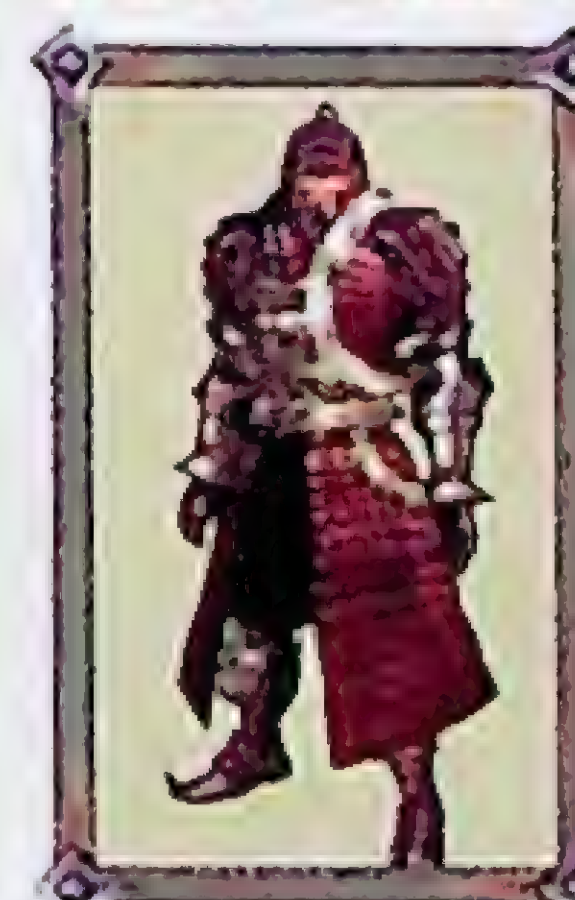


Hunter Set : Gunner :  
Male



Hunter Set : Gunner :  
Female

## IOPREY



Ioprey Set :  
Blademaster : Male



Ioprey Set :  
Blademaster : Female



Ioprey Set : Gunner :  
Male



Ioprey Set : Gunner :  
Female

## KHEZU



Khezu/Khezu+ Set :  
Blademaster : Male



Khezu/Khezu+ Set :  
Blademaster : Female



Khezu/Khezu+ Set :  
Gunner : Male



Khezu/Khezu+ Set :  
Gunner : Female

## KUT-KU



Kut-Ku/Kut-Ku+ Set :  
Blademaster : Male



Kut-Ku/Kut-Ku+ Set :  
Blademaster : Female



Kut-Ku/Kut-Ku+ Set :  
Gunner : Male



Kut-Ku/Kut-Ku+ Set :  
Gunner : Female



## LEATHER



Leather Set: Blade/  
Gun : Male

Leather Set :  
Blade/Gun : Female

## LOBSTER



Lobster/Lobster+ Set:  
Blademaster : Male

Lobster/Lobster+ Set :  
Blademaster : Female

Lobster/Lobster+ Set :  
Gunner : Male

Lobster/Lobster+ Set :  
Gunner : Female

## MONOBLOS



Monoblos :  
Blademaster : Male

Monoblos Set :  
Blademaster : Female

Monoblos :  
Gunner : Male

Monoblos Set :  
Gunner : Female

## PLESIOTH



Plesioth/Plesioth+ Set :  
Blademaster : Male

Plesioth/Plesioth+ Set :  
Blademaster : Female

Plesioth/Plesioth+ Set :  
Gunner : Male

Plesioth/Plesioth+ Set :  
Gunner : Female

## RATHALOS



Rathalos/Rathalos+ Set :  
Blademaster : Male

Rathalos/Rathalos+ Set :  
Blademaster : Female

Rathalos/Rathalos+ Set :  
Gunner : Male

Rathalos/Rathalos+ Set :  
Gunner : Female

## RATHIAN



Rathian/Rathian+ Set :  
Blademaster : Male

Rathian/Rathian+ Set :  
Blademaster : Female

Rathian/Rathian+ Set :  
Gunner : Male

Rathian/Rathian+ Set :  
Gunner : Female

## SHINOBI



Shinobi Set(Sun) :  
Blademaster : Male

Shinobi Set(Sun) :  
Blademaster : Female

Shinobi Set(Moon) :  
Gunner : Male

Shinobi Set(Moon) :  
Gunner : Female

## VELOCIPREY



Velociprey :  
Blademaster : Male

Velociprey Set :  
Blademaster : Female

Velociprey :  
Gunner : Male

Velociprey Set :  
Gunner : Female

## VESPOID



Vespoid/Vespoid+ Set :  
Blademaster : Male

Vespoid/Vespoid+ Set :  
Blademaster : Female

Vespoid/Vespoid+ Set :  
Gunner : Male

Vespoid/Vespoid+ Set :  
Gunner : Female



# ARMOR STATUS

Equipping certain armor pieces in combination produces automatic status effects. Most of these effects are beneficial to a hunter's fighting and item gathering abilities. However, some combinations produce mixed results, such as two great status benefits combined with one or more very harsh status deficiencies. Use the following table to determine what effects the character may feel when the listed equipment pieces are worn.

HEAD	BODY	ARM	WAIST	LEGS	HUNTER TYPE	GENDER	EFFECT 1	EFFECT 2	EFFECT 3
None	Velociprey Mail	Velociprey Vambraces	None	Velociprey Greaves	Blademaster	Both	Immune to Unconsciousness	—	—
None	Velociprey Vest	Velociprey Guards	None	Velociprey Leggings	Gunner	Both	Immune to Unconsciousness	—	—
None	Genprey Mail	Genprey Vambraces	None	Genprey Greaves	Blademaster	Both	Immune to Paralyze	—	—
None	Genprey Vest	Genprey Guards	None	Genprey Leggings	Gunner	Both	Immune to Paralyze	—	—
None	Ioprey Mail	Ioprey Vambraces	None	Ioprey Greaves	Blademaster	Both	Immune to Poison	—	—
None	Ioprey Vest	Ioprey Guards	None	Ioprey Leggings	Gunner	Both	Immune to Poison	—	—
None	Rathian Mail	Rathian Vambraces	None	Rathian Greaves	Blademaster	Both	Provoke Monster	Health +20	—
None	Rathian Vest	Rathian Guards	None	Rathian Leggings	Gunner	Both	Provoke Monster	Health +20	—
None	Gypceros Mail	Gypceros Vambraces	None	Gypceros Greaves	Blademaster	Both	Speedy Damage Recovery	Sleep Duration Halved	—
None	Gypceros Vest	Gypceros Guards	None	Gypceros Leggings	Gunner	Both	Speedy Damage Recovery	Sleep Duration Halved	—
None	Kut-Ku Mail	Kut-Ku Vambraces	Kut-Ku Tasset	None	Blademaster	Both	Attack UP (small)	—	—
None	Kut-Ku Vest	Kut-Ku Guards	Kut-Ku Coat	None	Gunner	Both	Attack UP (small)	—	—
None	Battle Mail	Battle Vambraces	Battle Tasset	None	Blademaster	Both	Sharpness Recovery +25%	—	—
None	Battle Vest	Battle Guards	Battle Coat	None	Gunner	Both	Reload Speed +1	—	—
Monoblos Helm	Monoblos Mail	Monoblos Vambraces	None	None	Blademaster	Both	Attack UP (large)	Immune to Paralyze	Famine Doubled
Monoblos Cap	Monoblos Vest	Monoblos Guards	None	None	Gunner	Both	Attack UP (large)	Immune to Paralyze	Famine Doubled
None	Bone Mail	Bone Vambraces	None	Bone Greaves	Blademaster	Both	Provoke Monster	Immune to Steal	Famine Half
None	Bone Vest	Bone Guards	None	Bone Leggings	Gunner	Both	Provoke Monster	Immune to Steal	Famine Half
None	Cephalos Mail	Cephalos Vambraces	Cephalos Tasset	Cephalos Greaves	Blademaster	Both	Antidote Success Chance Increase	Health + 10	—
None	Cephalos Vest	Cephalos Guards	Cephalos Coat	Cephalos Leggings	Gunner	Both	Antidote Success Chance Increase	Health + 10	—
Rathalos Helm	Rathalos Mail	Rathalos Vambraces	None	Rathalos Greaves	Blademaster	Both	Provoke Monster	Attack UP (large)	Dragon Resist -10
Rathalos Cap	Rathalos Vest	Rathalos Guards	None	Rathalos Leggings	Gunner	Both	Provoke Monster	Attack UP (large)	Dragon Resist -10
None	Gravios Mail+	Gravios Vambraces+	Gravios Tasset+	Gravios Greaves+	Blademaster	Both	Immune to Heat	Health +20	Famine Doubled
None	Gravios Vest+	Gravios Guards+	Gravios Coat+	Gravios Leggings+	Gunner	Both	Immune to Heat	Health +20	Famine Doubled
None	Hi-Metal Mail+	Hi-Metal Vambraces+	Hi-Metal Tasset+	Hi-Metal Greaves+	Blademaster	Both	Hidden from monster view	Health +30	Famine Doubled
None	Hi-Metal Vest+	Hi-Metal Guards+	Hi-Metal Coat+	Hi-Metal Leggings+	Gunner	Both	Hidden from monster view	Health +30	Famine Doubled
Diablos Helm+	Diablos Mail+	Diablos Vambraces+	None	None	Blademaster	Both	Attack UP (small)	Famine Doubled	Immune to Wind Pressure
Diablos Cap+	Diablos Vest+	Diablos Guards+	None	None	Gunner	Both	Attack UP (small)	Famine Doubled	Immune to Wind Pressure
Auroros Helm	Auroros Torso	Auroros Gauntlets	Auroros Tasset	Auroros Pants	Blademaster	Male Only	Speedy Damage Recovery	Auto Map Display	Wound Heal +50%
Genesis Headpiece	Genesis Torso	Genesis Gauntlets	Genesis Tasset	Genesis Pants	Gunner	Male Only	Speedy Damage Recovery	Auto Map Display	Loading Speed +2
Borealis Crown	Borealis Chest	Borealis Gauntlets	Borealis Tasset	Borealis Pants	Blademaster	Female Only	Speedy Damage Recovery	Auto Map Display	Sharpness Recovery +50%
Glyph Crown	Glyph Chest	Glyph Gauntlets	Glyph Tasset	Glyph Pants	Gunner	Female Only	Speedy Damage Recovery	Auto Map Display	Loading Speed +2



HEAD	BODY	ARM	WAIST	LEGS	HUNTER TYPE	GENDER	EFFECT 1	EFFECT 2	EFFECT 3
None	Vespoid Mail+	Vespoid Vambraces+	Vespoid Tasset+	Vespoid Greaves+	Blademaster	Both	Immune to Sleep	Paralysis Halved	Poison Halved
None	Vespoid Vest+	Vespoid Guards+	Vespoid Coat+	Vespoid Leggings+	Gunner	Both	Immune to Sleep	Paralysis Halved	Poison Halved
None	Khezu Mail+	Khezu Vambraces+	Khezu Tasset+	Khezu Greaves+	Blademaster	Both	Recovery Medicine Healing Increased	Immune to Heat	Unconscious Doubled
None	Khezu Vest+	Khezu Guards+	Khezu Coat+	Khezu Leggings+	Gunner	Both	Recovery Medicine Healing Increased	Immune to Heat	Unconscious Doubled
Lobster Helm+	Lobster G Shell	Lobster Vambraces+	None	None	Blademaster	Both	Immune to Cold	Unconscious Chance Halved	—
Lobster Helm+	Lobster G Skin	Lobster Guards+	None	None	Gunner	Both	Immune to Cold	Unconscious Chance Halved	—
Plesioth Helm+	Plesioth Mail+	Plesioth Vambraces+	None	Plesioth Greaves+	Blademaster	Both	Famine Half	Immune to Heat	Unconscious Doubled
Plesioth Cap+	Plesioth Vest+	Plesioth Guards+	None	Plesioth Leggings+	Gunner	Both	Famine Half	Immune to Heat	Unconscious Doubled
None	Hornet Mail+	Hornet Vambraces+	Hornet Tasset+	Hornet Greaves+	Blademaster	Both	Immune to Poison	Immune to Paralyze	—
None	Hornet Vest+	Hornet Guards+	Hornet Coat+	Hornet Leggings+	Gunner	Both	Immune to Poison	Immune to Paralyze	—
Dragonhead	Dragonhide	Dragonclaw	Dragonwings	Dragonfeet	Blademaster	Both	Speedy Damage Recovery	Attack UP (small)	Immune to Wind Pressure
Dragonface	Dragonskin	Dragonfist	Dragontail	Dragonlegs	Gunner	Both	Speedy Damage Recovery	Attack UP (small)	Immune to Wind Pressure
Guild Knight Feather	Guild Knight Suit	Guild Knight Gloves	Guild Knight Coat	Guild Knight Boots	Blade/Gun	Male Only	Gather	God's Capriciousness	Good Fortune
Guild Knight Mask	Guild Knight Vest	Guild Knight Sleeves	Guild Knight Kilt	Guild Knight Tights	Blade/Gun	Male Only	Gather	God's Capriciousness	Good Fortune
Maiden's Hat	Maiden's Vest	Maiden's Sleeves	Maiden's Skirt	Maiden's Stockings	Blade/Gun	Female Only	Gather	God's Capriciousness	Good Fortune
Personal Hat	Personal Vest	Personal Sleeves	Personal Frills	Personal Tights	Blade/Gun	Female Only	Gather	God's Capriciousness	Good Fortune
Shinobi Mask (Sai)	Shinobi Suit (Sai)	Shinobi Kote (Sai)	Shinobi Belt (Sai)	Shinobi Boots (Sai)	Blade/Gun	Both	Infinite Stamina	Immune to Poison	Hidden from monster view
Shinobi Mask (Mao)	Shinobi Suit (Mao)	Shinobi Kote (Mao)	Shinobi Belt (Mao)	Shinobi Boots (Mao)	Blade/Gun	Both	Infinite Stamina	Immune to Poison	Hidden from monster view
Mossvine Mask	Moss Breastplate	None	None	None	Blade/Gun	Both	Famine Doubled	—	—
Borealis Crown	Borealis Chest	Borealis Gauntlets	Red Borealis Tasset	Red Borealis Pants	Blademaster	Female Only	Speedy Damage Recovery	Auto Map Display	Fire Resist +25
Glyph Crown	Glyph Chest	Glyph Gauntlets	Red Glyph Tasset	Red Glyph Pants	Gunner	Female Only	Speedy Damage Recovery	Auto Map Display	Fire Resist +25
Rathalos Helm	Rathian Mail	Rathalos Vambraces	Rathalos Tasset	Rathian Greaves	Blademaster	Male Only	Fire Resist +25	Water Resist -10	Lightning Resist -10
Rathalos Cap	Rathian Vest	Rathalos Guards	Rathalos Coat	Rathian Leggings	Gunner	Male Only	Fire Resist +25	Water Resist -10	Lightning Resist -10
Rathalos Helm	Rathian Mail	Rathalos Vambraces	Rathian Tasset	Rathalos Greaves	Blademaster	Female Only	Fire Resist +25	Water Resist -10	Lightning Resist -10
Rathian Cap	Rathalos Vest	Rathian Guards	Rathalos Coat	Rathian Leggings	Gunner	Female Only	Fire Resist +25	Water Resist -10	Lightning Resist -10
Lobster Helm+	Lobster Mail+	Plesioth Vambraces+	None	Plesioth Greaves+	Blademaster	Male Only	Fire Resist -10	Water Resist +25	Sleep Duration Halved
Plesioth Cap+	Lobster Vest+	Lobster Guards+	None	Plesioth Leggings+	Gunner	Male Only	Fire Resist -10	Water Resist +25	Sleep Duration Halved
Lobster Helm+	Lobster Mail+	Plesioth Vambraces+	None	Plesioth Greaves+	Blademaster	Female Only	Fire Resist -10	Water Resist +25	Sleep Duration Halved
Plesioth Cap+	Lobster Vest+	Lobster Guards+	None	Plesioth Leggings+	Gunner	Female Only	Fire Resist -10	Water Resist +25	Sleep Duration Halved
Hi-Metal Helm+	Ioprey Mail	Hi-Metal Vambraces+	Ioprey Tasset	Cephalos Greaves	Blademaster	Male Only	Paralysis Halved	Water Resist -10	Lightning Resist +25
Hi-Metal Cap+	Ioprey Vest	Hi-Metal Guards+	Ioprey Coat	Cephalos Leggings	Gunner	Male Only	Paralysis Halved	Water Resist -10	Lightning Resist +25
Hi-Metal Helm+	Ioprey Mail	Hi-Metal Vambraces+	Cephalos Tasset	Ioprey Greaves	Blademaster	Female Only	Paralysis Halved	Water Resist -10	Lightning Resist +25
Hi-Metal Cap+	Ioprey Vest	Hi-Metal Guards+	Cephalos Coat	Silver Metal Boots	Gunner	Female Only	Paralysis Halved	Water Resist -10	Lightning Resist +25
None	Vespoid Mail+	Hornet Vambraces+	Hornet Tasset+	Vespoid Greaves+	Blademaster	Male Only	Dragon Resist +25	—	—
None	Vespoid Vest+	Hornet Guards+	Vespoid Coat+	Hornet Leggings+	Gunner	Male Only	Dragon Resist +25	—	—
None	Vespoid Mail+	Vespoid Vambraces+	Hornet Tasset+	Hornet Greaves+	Blademaster	Female Only	Dragon Resist +25	—	—
None	Vespoid Vest+	Hornet Guards+	Vespoid Coat+	Hornet Leggings+	Gunner	Female Only	Dragon Resist +25	—	—
None	Khezu Mail+	Gravios Vambraces+	Gravios Tasset+	Khezu Greaves+	Blademaster	Male Only	Immune to Heat	Immune to Cold	Unconscious Doubled
None	Khezu Vest+	Gravios Guards+	Gravios Coat+	Khezu Leggings+	Gunner	Male Only	Immune to Heat	Immune to Cold	Unconscious Doubled



HEAD	BODY	ARM	WAIST	LEGS	HUNTER TYPE	GENDER	EFFECT 1	EFFECT 2	EFFECT 3
None	Gravios Mail+	Gravios Vambraces+	Khezu Tasset+	Khezu Greaves+	Blademaster	Female Only	Immune to Heat	Immune to Cold	Unconscious Doubled
None	Gravios Vest+	Gravios Guards+	Khezu Coat+	Khezu Leggings+	Gunner	Female Only	Immune to Heat	Immune to Cold	Unconscious Doubled
Cephalos Helm	Khezu Mail+	Khezu Vambraces+	Cephalos Tasset	Cephalos Greaves	Blademaster	Male Only	Improved Recovery Medicine Effect	Antidote Success Chance Increase	Bad Luck
Cephalos Cap	Khezu Vest+	Khezu Guards+	Cephalos Coat	Cephalos Leggings	Gunner	Male Only	Improved Recovery Medicine Effect	Antidote Success Chance Increase	Bad Luck
Khezu Helm+	Cephalos Mail	Cephalos Vambraces	Khezu Tasset+	Khezu Greaves+	Blademaster	Female Only	Improved Recovery Medicine Effect	Antidote Success Chance Increase	Bad Luck
Khezu Cap+	Cephalos Vest	Cephalos Guards	Khezu Coat+	Khezu Leggings+	Gunner	Female Only	Improved Recovery Medicine Effect	Antidote Success Chance Increase	Bad Luck
None	Chain Mail	Hunter Vambraces	None	Hunter Greaves	Blademaster	Male Only	Defense +5	Health + 10	—
None	Chain Mail	Hunter Guards	None	Hunter Leggings	Gunner	Male Only	Defense +5	Health + 10	—
None	Chain Mail	Hunter Vambraces	None	Hunter Greaves	Blademaster	Female Only	Defense +5	Health + 10	—
None	Chain Mail	Hunter Guards	None	Hunter Leggings	Gunner	Female Only	Defense +5	Health + 10	—
None	Kut-Ku Mail	Kut-Ku Vambraces	Ioprey Tasset	Rathalos Greaves	Blademaster	Male Only	Attack UP (small)	Health +20	Paralyze Doubled
None	Kut-Ku Mail	Kut-Ku Vambraces	Ioprey Tasset	Rathalos Greaves	Blademaster	Female Only	Attack UP (small)	Health +20	Paralyze Doubled
None	Rathalos Vest	Rathalos Guards	Ioprey Coat	Dark Metal Boots	Gunner	Male Only	Attack UP (small)	Speedy Damage Recovery	Paralyze Doubled
None	Rathalos Vest	Rathalos Guards	Ioprey Coat	Dark Metal Boots	Gunner	Female Only	Attack UP (small)	Speedy Damage Recovery	Paralyze Doubled
Skull Face	Dragonhide	Hunter Vambraces	Velociprey Tasset	Rathalos Greaves	Blademaster	Male Only	"Strength" Increase	Agility Increased	Sleep Doubled
Skull Face	Dragonskin	Hunter Guards	Velociprey Coat	Rathalos Leggings	Gunner	Male Only	"Strength" Increase	Agility Increased	Sleep Doubled
Skull Face	Monoblos Mail	Rathian Vambraces	Dragonwings	Dragonfeet	Blademaster	Female Only	"Strength" Increase	Agility Increased	Sleep Doubled
Skull Face	Monoblos Vest	Rathian Guards	Dragontail	Dragonlegs	Gunner	Female Only	"Strength" Increase	Agility Increased	Sleep Doubled
Velociprey Helm	Auroros Torso	Shinobi Gauntlet (Sun)	Auroros Tasset	Shinobi Leggings (Sun)	Blademaster	Male Only	Auto Marking of Wyvern on Map	—	—
Borealis Crown	Shinobi Suit (Sun)	Shinobi Gauntlet (Sun)	Ioprey Tasset	Red Borealis Pants	Blademaster	Female Only	Auto Marking of Wyvern on Map	—	—
Glyph Crown	Shinobi Suit (Moon)	Shinobi Gauntlet (Moon)	Genprey Coat	Glyph Pants	Gunner	Female Only	Auto Marking of Wyvern on Map	—	—
Gravios Helm+	Velociprey Vest	Hunter Vambraces	Hi-Metal Tasset+	Silver Metal Boots	Blademaster	Male Only	Auto Marking of Wyvern on Map	Provoke Monster	Poison Doubled
Gravios Cap+	Velociprey Vest	Hunter Guards	Hi-Metal Coat+	Silver Metal Boots	Gunner	Male Only	Auto Marking of Wyvern on Map	Provoke Monster	Poison Doubled
Gypceros Helm	Hi-Metal Mail+	Gypceros Vambraces	Rathian Tasset	Velociprey Greaves	Blademaster	Female Only	Auto Marking of Wyvern on Map	Provoke Monster	Poison Doubled
Gypceros Cap	Hi-Metal Vest+	Gypceros Guards	Rathian Tasset	Velociprey Leggings	Gunner	Female Only	Auto Marking of Wyvern on Map	Provoke Monster	Poison Doubled
Hunter Helm	Battle Mail	Battle Vambraces	Hunter Tasset	Battle Greaves	Blademaster	Male Only	Defense + 10	Health + 10	—
Hunter Cap	Battle Vest	Battle Guards	Hunter Coat	Battle Leggings	Gunner	Male Only	Defense + 10	Health + 10	—
Battle Helm	Battle Mail	Chain Vambraces	Velociprey Tasset	Blue Pants	Blademaster	Female Only	Defense + 10	Health + 10	—
Battle Cap	Battle Vest	Chain Vambraces	Velociprey Coat	Blue Pants	Gunner	Female Only	Defense + 10	Health + 10	—
Plesioth Cap+	Gypceros Mail	Khezu Vambraces+	Gypceros Tasset	Khezu Greaves+	Blademaster	Male Only	Health Recovery Item Strength	Unconscious Doubled	—
Plesioth Helm+	Gypceros Vest	Khezu Guards+	Gypceros Coat	Khezu Leggings+	Gunner	Male Only	Health Heal Item Strength	Unconscious Doubled	—
Plesioth Cap+	Gypceros Mail	Khezu Vambraces+	Gypceros Tasset	Khezu Greaves+	Blademaster	Female Only	Health Heal Item Strength	Unconscious Doubled	—
Plesioth Helm+	Gypceros Vest	Khezu Guards+	Gypceros Coat	Khezu Leggings+	Gunner	Female Only	Health Heal Item Strength	Unconscious Doubled	—
Velociprey Mask	Moss Breastplate	None	Bone Coat	None	Blade/Gun	Male Only	Immune to Unconscious	Good Luck	—
Velociprey Mask	Moss Breastplate	None	Bone Coat	None	Blade/Gun	Female Only	Immune to Unconscious	Good Luck	—
Leather Helm	Leather Mail	Leather Vambraces	Light Belt	Green Pants	Blade/Gun	Both	Capricious Spirit	—	—
Leather Helm	Leather Mail	Leather Vambraces	Light Belt	Green Pants	Blade/Gun	Both	Capricious Spirit	—	—
Monoblos Helm	Hornet Mail+	Rathian Vambraces	Hi-Metal Tasset+	Rathalos Greaves	Blademaster	Both	Good Luck	—	—
Monoblos Helm	Hornet Vest+	Rathian Guards	Hi-Metal Coat+	Rathalos Leggings	Gunner	Both	Good Luck	—	—



HEAD	BODY	ARM	WAIST	LEGS	HUNTER TYPE	GENDER	EFFECT 1	EFFECT 2	EFFECT 3
None	Gravios Mail	Gravios Vambraces	Gravios Tasset	Gravios Greaves	Blademaster	Both	Health + 10	—	—
None	Gravios Vest	Gravios Guards	Gravios Coat	Gravios Leggings	Gunner	Both	Health + 10	—	—
None	Hi-Metal Mail	Hi-Metal Vambraces	Hi-Metal Tasset	Hi-Metal Greaves	Blademaster	Both	Health + 10	—	—
None	Hi-Metal Vest	Hi-Metal Guards	Hi-Metal Coat	Hi-Metal Leggings	Gunner	Both	Health + 10	—	—
Diablos Helm	Diablos Mail	Diablos Vambraces	None	None	Blademaster	Both	Anti-Wind Pressure	—	—
Diablos Cap	Diablos Vest	Diablos Guards	None	None	Gunner	Both	Anti-Wind Pressure	—	—
None	Vespoid Mail	Vespoid Vambraces	Vespoid Tasset	Vespoid Greaves	Blademaster	Both	Immune to Sleep	—	—
None	Vespoid Vest	Vespoid Guards	Vespoid Coat	Vespoid Leggings	Gunner	Both	Immune to Sleep	—	—
None	Khezu Mail	Khezu Vambraces	Khezu Tasset	Khezu Greaves	Blademaster	Both	Speedy Damage Recovery	—	—
None	Khezu Vest	Khezu Guards	Khezu Coat	Khezu Leggings	Gunner	Both	Speedy Damage Recovery	—	—
Lobster Helm	Lobster Shell	Lobster Vambraces	None	None	Blademaster	Both	Immune to Cold	—	—
Lobster Helm	Lobster Skin	Lobster Guards	None	None	Gunner	Both	Immune to Cold	—	—
Plesioth Helm	Plesioth Mail	Plesioth Vambraces	None	Plesioth Greaves	Blademaster	Both	Famine Half	—	—
Plesioth Cap	Plesioth Vest	Plesioth Guards	None	Plesioth Leggings	Gunner	Both	Famine Half	—	—
None	Hornet Mail	Hornet Vambraces	Hornet Tasset	Hornet Greaves	Blademaster	Both	Immune to Poison	—	—
None	Hornet Vest	Hornet Guards	Hornet Coat	Hornet Leggings	Gunner	Both	Immune to Poison	—	—
None	Rathian Mail+	Rathian Vambraces+	Rathian Tasset+	Rathian Greaves+	Blademaster	Both	Provoke Monster	Health +30	Defense + 10
None	Rathian Vest+	Rathian Guards+	Rathian Coat+	Rathian Leggings+	Gunner	Both	Provoke Monster	Health +30	Defense + 10
None	Rathalos Mail+	Rathalos Vambraces+	Rathalos Tasset+	Rathalos Greaves+	Blademaster	Both	Provoke Monster	Attack UP (large)	Speedy Damage Recovery
None	Rathalos Vest+	Rathalos Guards+	Rathalos Coat+	Rathalos Leggings+	Gunner	Both	Provoke Monster	Attack UP (large)	Speedy Damage Recovery









# ITEMS

No one can deny that a monster hunter spends the majority of his or her day engaged in stalking and slaying various beasts, all in pursuit of a higher paycheck, better grub, and a nicer place to sleep. While a hunter's weapons and armor are intrinsic to this daily battle for evolutionary supremacy, a hunter is also dependant upon searching for and procuring hundreds of useful items and materials, with a variety of implementations and benefits. Indeed, the secondary objective of every possible quest is to return to the town or village toting a full inventory of valuables, tools and commodities found in the field. To master the art of monster hunting, one must also master the craft of item gathering.

## OBTAINING ITEMS

The first available way to obtain items is by purchasing them from merchants in the streets of Kokoto Village. Whenever a hunter is just one item shy of being able to craft a better blade or a more protective helm, being able to buy one from a vendor can be a welcome relief.



Merchants in the town and village sell a variety of useful items and materials. Online, the items sold by a merchant may change depending on the day of the week. Check in with merchants every day to see what is new!

However, the main way to obtain items is by searching for materials in the field. Try searching around the base of trees, in locations marked by small plants, or in nests full of hatched wyvern eggs. Items include precious stones, metals and ores that can be mined from rock crevices using a Pickaxe. Items also include collectable insects that can be caught with a Bugnet in areas where small glowing bugs flitter and fly. Valuable items can also be found in, of all places, heaps of monster dung. Wherever you spot something out of the ordinary - even something as minor as a strange patch of grass - do not be afraid to get down on hands and knees and start digging around!



Search conspicuous locations in the field during all quests to obtain useful items and materials.

## USEFUL ITEMS

Hunters must maintain their vitality, status and stamina throughout each and every hunt. To this end, several items prove immediately useful when consumed. Rations and Well-Done Steaks can be eaten to prevent hunger and extend a hunter's stamina gauge. Potions and First-aid Medicines can be imbibed to recover Health lost when monsters fight back. Usable items appear as icons in the Use Item menu, displayed in the lower right corner of the screen.



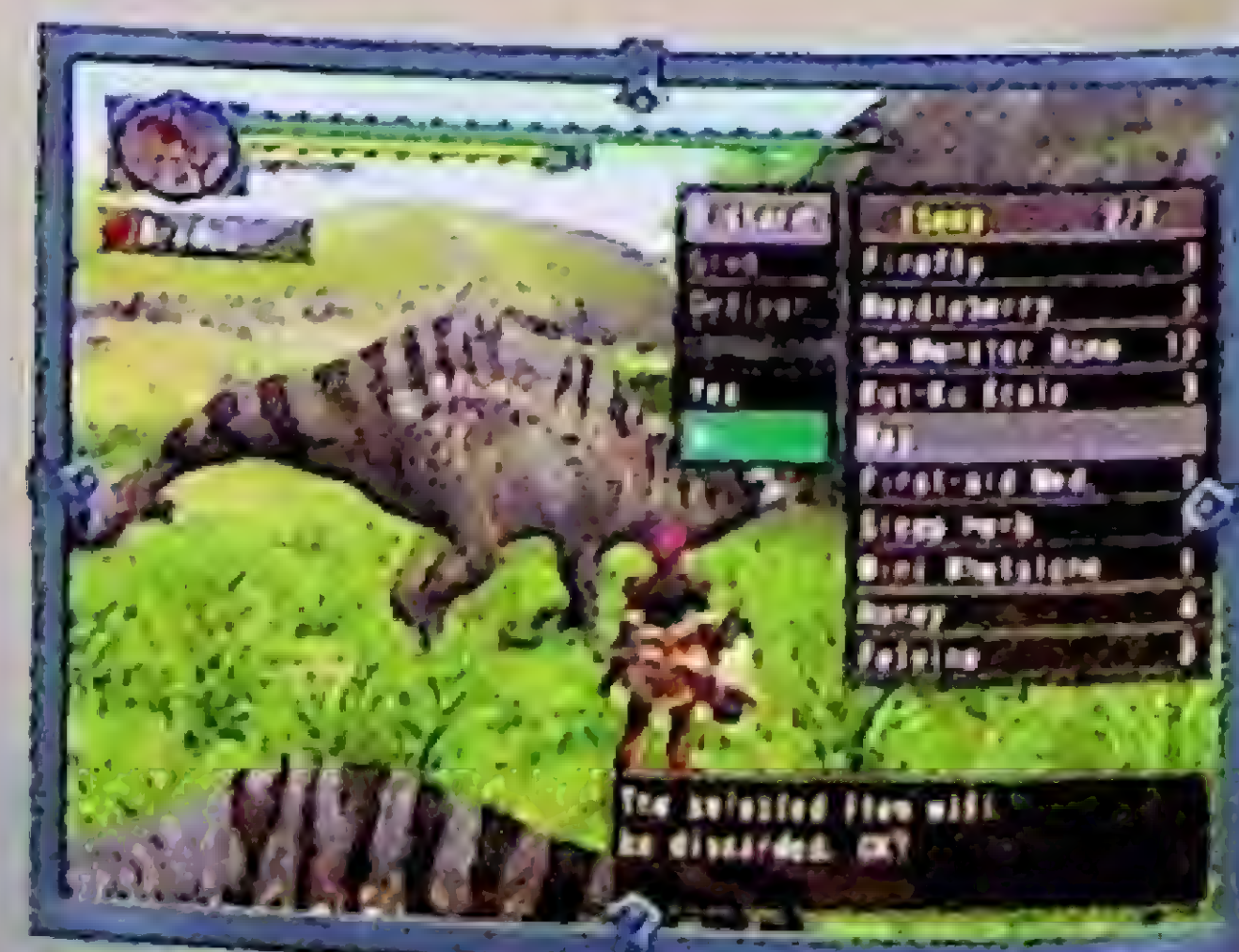
Press to use the item displayed on the top of the item ring.

To use an item, hold and press or to rotate the item ring. When the appropriate item is displayed, press to use or consume the item. Before heading out on a hunt, be sure your hunter is carrying the necessary supplies, if they are not to be provided already in the blue Supply Box.

## DISCARDING ITEMS

Hunters are only human, so there is a limit to the quantities of items a hunter can carry. A hunter may carry a total of 20 types of items. There is also a limit to the number of items that may be carried, depending on the item type. For instance, a hunter may only carry 10 First-aid Medicines. When one inventory slot is full, the hunter cannot obtain any more.

For this reason, selective item gathering in the field is extremely important. Once all twenty slots are full, a new category of item cannot be obtained. The hunter must choose an item and discard all quantities of it to make room for additional items. Discarding items may be carried out when new types of items are found, or anytime by using the "Discard" function of the Item menu.



Use the Discard function to clear less useful clutter from the inventory. When a rare item pops up, be ready to collect it!



As to which types of items should be discarded, the decision rests entirely with the hunter. Study and learn the importance of all items: how they are used or what new equipment they may help to forge. For instance, a hunter would be unwise to discard a cache of Iron Ore just to pick up a few Huskberries. The latter item is quite a bit more plentiful and easier to find than the ore, which must be mined from chasms in the rock.

## GIVING ITEMS

Some items can be shared between players using the Give function of the item menu. Materials used in item combinations or to craft weapons are usually not items that can be given, and this is purposely intended to help prevent cheating. Mainly, players can trade items such as medicines, ammunition, supplies, tools, and other things that appear in the player item ring and can often be used during a quest. For example, if one player possesses a Pitfall Trap and has the ability to make another, and another player does not, the team effort is strengthened if one player gives the Pitfall Trap to the other, and then combines items to make a second Pitfall Trap. The team can now immobilize a wyvern twice thanks to generosity! (This may prove a bad example if Pitfall Traps cannot be traded in the final retail version of *Monster Hunter*.)



Give items to other players for recruiting purposes, to encourage better teamwork, and to become a more successful hunter.

To give an item to another player, first establish communication with the other player using the chat functions. Once the other player understands that a trade or gift is desired, open the Item menu and select the item. Choose "Give" from the pop-up menu, and your character holds out the item. The item glows a certain color based on the type of item being offered. To take an item offered by another player, approach them while their hand is out and press the  $\otimes$  button.

## STORING ITEMS

After every quest, a smart and capable hunter's inventory should be overflowing with items and materials gathered in the field. A hunter can store items at item boxes located inside the hunter's barn in the village, in the hunter's room



Store items in the item box between quests to clear up inventory space, so that even more materials can be brought back from the next sojourn.

at the Guest House, or convenient location at the armory in the town. Clear out item spaces and retain only necessary tools such as Pickaxes, Bugnets and the BBQ Spit. By clearing out excess between quests, a hunter stays prepared to gather new and better items on subsequent missions.

## SELLING ITEMS

Got more than you need? Sell items to increase profits from each quest, especially in offline single player mode.

## ITEMS DATA

For easier reference, item types are broken down into sub-categories based on usage. Additional information for each item is listed in every table.

### DESCRIPTION

The description of the item, exactly as listed in the Item menu. Sometimes, the game describes the exact nature and usage of the item. Occasionally, the item description is purposely vague.

### ITEM USAGE

Sometimes the in game description is too vague to reveal the true nature of an item. Since experimentation may lead to item waste, the additional description in this column may shed some light on item usage.

### RARITY

As listed in the game, the rarity of the item indicates its frequency of appearance when searching in the field, its value, and its possible usage. The higher the Rarity, the more likely it should be retained until the hunter returns to town.

### SLOT QTY.

The quantities of the item that may be held in one slot in the hunter's inventory or item box. When one slot of the hunter's inventory is full, no more of the item may be obtained. However, when one slot of the item box is full of an item, additional quantities of the item fill another slot.

### BUY/SELL

The amount of money required for purchasing the item from a merchant when a merchant, either in the offline village or in the online town market, makes the item available. Shop lists in the offline village generally remain the same, but items sometimes go on sale for one day in the online market. Sale value of an item indicates the amount of money to be gained by selling the item to a vendor or by selling the item while viewing the contents of the hunter's item box. Selling items is the number two way of generating enough wealth to create better weapons and equipment.



# MEDICINES

Medicines can be used during a quest to restore Health points lost from damage, to restore or increase the character's amount of Stamina, or to perform various other beneficial functions. Most Medicines are obtained through item combination.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Ancient Potion	Restores Health and Stamina to their maximum levels, enabling a full recovery.	Max HP and Strength rise to 150, Full Recovery.	5	1	3454z	1727z
Antidote	Effectively removes all traces of poison in your system.	100% Poison Recovery.	1	10	60z	6z
Amorcharm	Amulet that raises Defense. The holder's skin will become as hard as stone.	Defense power increases by +5 with this in possession.	5	1	24000z	2400z
Armorskin	Increases Defense by hardening your skin to stone-like armor.	Defense Up 3%. Effective until Hunter dies.	4	5	578z	58z
Catalyst	Mixes with other materials to improve their effect. Cannot be used by itself.	Mainly used in Item Combinations.	2	5	480z	48z
Cool Drink	A drink that bestows temporary resistance to extreme heat.	Prevents Health damage suffered in Volcano region.	1	3	100z	10z
		Limited time of effect.				
Demondrug	Increases Attack power, bestowing the strength of Asura himself on user.	Attack Up 3%. Effective until hunter dies.	4	5	668z	67z
Gumpowder	A dangerous chemical that explodes when disturbed or heated.	Used to create explosives and weapons.	2	20	222z	67z
Herbal Medicine	Effectively cures poison, and restores a slight amount of Health.	100% Poison Recovery + Health Recovery (10 pts.)	2	10	250z	125z
Hot Drink	A drink that bestows temporary resistance to extreme cold.	Prevents Stamina gauge decrease in cold areas.	1	3	100z	10z
		Limited time of effect.				
Immunizer	Medicine that enhances natural recovery ability.	Red portion of Health gauge recovers faster.	3	10	923z	461z
Lifecrystals	Mysterious powder long worshipped as a fount of life.	Used in Item Combination to create Lifepowder.	3	10	592z	296z
		Also a material used to create armor.				
Lifepowder	Medicine created by combining Lifecrystals. Strong restorative power.	All allies in close range recover Health (50 pts.)	4	3	6300z	630z
Max Potion	Restores Health to the maximum level, enabling a full recovery.	Max HP reaches 150, Full Recovery.	3	2	2138z	1069z
Mega Armorskin	Increases Defense even more than Armorskin.	Defense Up 5%. Effective until Hunter dies.	5	5	2696z	1348z
Mega Demondrug	Increases Attack power even more than Demondrug.	Attack Up 5%. Effective until hunter dies.	5	5	2831z	1416z
Mega Juice	Allows you to run without fatiguing for even longer than Power Juice.	Stamina recovery (50 pts.), stamina stops decreasing while running.	3	5	1028z	514z
		Effective 6 min.				
Mega Nutrients	Medicine that increases the maximum Health level by a small amount.	Max HP +20	3	5	920z	460z
Mega Potion	Restores a moderate amount of Health.	Health Recovery (50 pts.)	2	10	165z	83z
Monster Fluid	Can be mixed with insect stomach juices to make an adhesive.	A material necessary for creating several advanced armors and weapons.	4	99	5000z	500z
Nutrients	Increases the maximum Health level slightly.	Max HP +10	2	5	760z	76z
Potion	Restores a small amount of Health.	Health Recovery (30 pts.)	1	10	66z	7z
Power Juice	Allows you to run without becoming fatigued for a period of time.	Stamina stops decreasing while running. Effective 3 min.	2	5	293z	29z
Psychoserum	Temporarily activates an ESP-like ability to sense wyverns.	Marks location of Yian Kut-Ku for 10 seconds on map.	3	3	300z	30z

# MEAT

Meats are obtained mainly when Raw Meat is carved from a kill. Meat can be cooked and then used to enhance a hunter's Stamina powers. Meat can also be set in the field as bait to lure large, carnivorous monsters into traps. Through item combination, Raw Meat can be given properties to inflict status ailments on monsters when consumed.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Burnt Meat	Meat burnt to a crisp. Boosts Stamina sometimes, but can also weaken you.	Stamina gauge increases or decreases by 25 pts.	1	10	10z	1z
Drugged Meat	Causes sleepiness if consumed. Used as bait in traps.	Inflicts Sleep status. Set as bait for flying dragon.	1	10	315z	32z
Kingmeat	Premium meat. Delicious and juicy.	Obtained in online special event quests. Used to create the Enormous Ham weapon.	5	99	5500z	550z
Poisoned Meat	Poisons if consumed. Used as bait in traps.	Inflicts Poison status. Set as bait for flying dragon.	1	10	188z	19z
Rare Steak	Meat cooked on the rare side. Gives a small boost to Stamina.	Stamina gauge increases by 25 pts.	1	10	30z	3z
Raw Meat	Meat obtained through carving up a monster. Has many uses.	Can be cooked into Rare Steak, Well-Done Steak or Burnt Meat.	1	10	50z	5z
Tainted Meat	Paralyzes if consumed. Used as bait in traps.	Can also be used to lure monsters into traps.				
Well-Done Steak	Well-cooked meat. Gives a medium boost to Stamina.	Inflicts Paralysis status. Set as bait for flying dragon.	2	10	300z	30z
		Stamina gauge increases by 50 pts.	1	10	96z	48z



# TRAPS AND THROWING ITEMS

The items in this category include items or materials that can be combined and used to form traps or hand-thrown projectiles, for use to gain the upper hand against large and flying monsters in the field.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Barrel Lid	A small barrel lid. There appears to be a drawing on it.	Used to make the Catspaw weapon.	5	99	100z	10z
Bomb Material	Basic ingredient for making hand-thrown bombs.	Used in Item Combinations to create various hand-thrown explosives.	1	30	150z	15z
Dung	Monster excrement.	Surprisingly useful in Item Combinations.	1	10	10z	1z
Dung Bomb	Creates a terrible smell upon impact, which certain wyverns dislike.	When thrown at flying dragon in docile state, it moves to another area.	2	10	90z	9z
Farcaster	Instantly transports you back to base camp.	Portal back to camp for rest/supplies.	3	1	300z	30z
Flash Bomb	Bomb that flashes brightly upon impact. Confuses monsters.	Causes Confusion status to most monster types.	2	5	572z	57z
Large Barrel	A large, empty barrel.	Ineffective against certain flying dragons.				
Lg Barrel-Bomb	Powerful bomb triggered by external physical impact.	Combine with Gunpowder to make Lg Barrel-Bomb. Can be found in several regions.	2	10	210z	21z
Net	Powerful net able to withstand a certain amount of weight.	Explodes from impact. Causes massive damage to monsters and hunters in range. Best detonated by setting a Sm Barrel-Bomb.	3	3	518z	52z
Paintball	Can be thrown at a monster to mark it for easy tracking.	Combine with Trap Tool to create Pitfall Trap. Strike a monster with it to mark their location on the map.	2	10	108z	54z
Pitfall Trap	Trap to catch flying monsters. Tripped by a heavy weight.	Effective 10 minutes. Only effective on flying dragons and large size monsters.	1	99	100z	10z
Sm Barrel-Bomb	A small time-bomb.	When used, takes several moments to set up and spread out. Hunters and small monsters may walk over it. Flying dragons and larger monsters fall in, becoming immobilized.	3	1	462z	231z
Small Barrel	A small, empty barrel.	After priming, move away or suffer small damage. Mainly useful in detonating Lg Barrel-Bombs set around a Pitfall Trap.	2	10	156z	16z
Smoke Bomb	Creates a large cloud of smoke in the area where it lands.	Combine with Fire Herb to make Sm Barrel-Bomb. Can be found in several regions.	1	10	80z	8z
Sonic Bomb	Emits a powerful, high-frequency sound upon detonation.	Allows hunter to hide from monsters while standing in the smoke cloud.	2	10	437z	44z
Spiderweb	A spider's web. Very sticky.	Drives enemies to the surface, if they are burrowing in sand or swimming underwater.	2	10	450z	45z
Trap Tool	A tool required for setting up a Pitfall Trap.	Used in Item Combinations to make Nets.	1	10	60z	6z
		Combine with a Net to create a Pitfall Trap. Can only be purchased. Supplied on some quests.	3	2	200z	20z

## AMMUNITION

Each bowgun can be loaded with specific types of ammunition, each of which has a unique effect upon the target when fired. Most ammunition types inflict various types of damage to one or more enemies. Some ammunitions can be fired at allies for beneficial effects. Most types of ammunition are acquired through item combination.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Antidote S	Totally cures the target of any poison effect. 3-shot burst, max 99 shots.	Required for many Item Combinations, and to create certain Armors. Often found among hatched monster eggs.	2	99	8z	1z
Ammor S	Said to make target's skin as hard as stone. Single shot, max 5 shots.	Required for many Item Combinations, and to create certain Armors.	3	5	68z	7z
Clust S Lv1	Splits into 3 bombs upon impact. Beware of the blast. Single shot, max 3 shots.	Inflicts Poison status on target.	2	3	38z	4z
Clust S Lv2	Splits into 4 bombs upon impact. Beware of the blast. Single shot, max 3 shots.	Inflicts Poison status on target.	3	3	63z	6z
Clust S Lv3	Splits into 5 bombs upon impact. Beware of the blast. Single shot, max 3 shots.	Inflicts Paralysis status on target.	3	3	99z	10z
Crag S Lv1	Penetrates and explodes. Single shot, but powerful. Max 9 shots.	Inflicts Paralysis status on target.	3	9	41z	4z
Crag S Lv2	Penetrates and explodes. Single shot, but very powerful. Max 9 shots.	Inflicts Sleep status on target.	3	9	66z	7z
Crag S Lv3	Penetrates and explodes. Single shot, but incredibly powerful. Max 9 shots.	Inflicts Sleep status on target.	3	9	70z	7z
Demon S	Bestows the strength of Asura himself on target. Single shot, max 5 shots.	Inflicts Sleep status on target. Supply Box item.	3	5	86z	9z
Disk S	Special disk-shaped ammo. Can ricochet for extra hits. 3-shot burst, max 12 shots.	Fire from Bowguns to inflict damage to one or more enemies in a conical-shaped range in front of the gunner. Bullets pierce scales and shells to inflict more damage.	2	12	206z	103z
Dragon S	Mysterious ammo that can't be used in normal Bowguns. Single shot, max 20 shots.	Fire from Bowguns to inflict damage to one or more enemies in a conical-shaped range in front of the gunner. Bullets pierce scales and shells to inflict more damage.	5	20	236z	24z
Dung S	Foul-smelling ammo disliked by certain wyverns. Single shot, max 10 shots.	Fire from Bowguns to inflict damage to one or more enemies in a conical-shaped range in front of the gunner. Bullets pierce scales and shells to inflict more damage.	1	10	5z	1z
Lg Bone Husk	Bone ammunition casing that can withstand powerful explosions.	Fire from Bowguns to inflict large damage to a target.	3	99	50z	5z
Normal S Lv1	Inexpensive ammo for novices. Not powerful. 6-shot burst, unlimited.	Fire from Bowguns to inflict large damage to a target.	1	∞	1z	0z
Normal S Lv2	Normal ammo. Somewhat more powerful than the Lv1 type. 6-shot burst, max 99 shots.	Fire from Bowguns to inflict large damage to a target.	1	99	3z	1z



## AMMUNITION CONTINUED

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Normal S Lv3	Normal ammo. Not powerful, but the rapid 9-shot burst is useful. Max 99 shots.	Fire from Bowguns to inflict damage to multiple enemies simultaneously. 5 hits per shot.	2	99	5z	2z
Paint S	Marks monster's position on map for a certain time. 2-shot burst, max 99 shots.	Fire from Bowguns to inflict damage to multiple enemies simultaneously. 5 hits per shot.	1	99	20z	6z
Pellet S Lv1	Sprays a wide area and hits multiple times when close. 4-shot burst, max 60 shots.	Fire from Bowguns to inflict damage to multiple enemies simultaneously. 5 hits per shot.	2	60	14z	1z
Pellet S Lv2	Sprays a wide area. Causes more hits than Lv1 ammo. 4-shot burst, max 60 shots.	Fire from Bowguns to inflict massive damage to a target. Damages nearby hunters.	2	60	20z	2z
Pellet S Lv3	Sprays a wide area. Causes more hits than Lv1 or Lv2. 4-shot burst, max 60 shots.	Fire from Bowguns to inflict massive damage to a target. Damages nearby hunters.	3	60	27z	3z
Pierce S Lv1	Piercing round. Can cause multiple hits. 3-shot burst, max 60 shots.	Fire from Bowguns to inflict massive damage to a target. Damages nearby hunters.	2	60	14z	1z
Pierce S Lv2	Piercing round. Causes more hits than Lv1 ammo. 3-shot burst, max 50 shots.	Effective vs. dragon.	2	50	32z	3z
Pierce S Lv3	Piercing round. Causes more hits than Lv1 or Lv2. 3-shot burst, max 40 shots.	Inflicts effect of Dung Bomb on dragon.	3	40	52z	5z
Poison S Lv1	Poisons target. May require several shots. 3-shot burst, max 12 shots.	Bounces off walls and cliffs back to target, for up to four hits.	2	12	17z	2z
Poison S Lv2	Poisons target (Lv2). May require several shots. Single shot, max 8 shots.	Shoot a monster to mark their location on the map. Effective 10 minutes. Only effective on flying dragons and large size monsters.	3	8	24z	2z
Recov S Lv1	Restores a small amount of Health to the target. 3-shot burst, max 12 shots.	Bestows effect of Demondrug on an ally.	1	12	8z	2z
Recov S Lv2	Restores a moderate amount of Health to the target. 3-shot burst, max 12 shots.	Bestows effect of Armorskin on an ally.	2	12	21z	2z
Sleep S Lv1	Puts target to sleep. May require several shots. 3-shot burst, max 12 shots.	Poison status recovery.	3	12	17z	2z
Sleep S Lv2	Puts target to sleep (Lv2). May require several shots. Single shot, max 8 shots.	Low-damage bullets, supplied for Gunners on many quests.	4	8	35z	3z
Sm Bone Husk	Bone ammunition casing. Stronger than a Huskberry ammunition casing.	Low-damage bullets, supplied for Gunners on many quests.	2	99	30z	3z
Stun S Lv1	Paralyzes target. May require several shots. 3-shot burst, max 12 shots.	Low-damage bullets that fire quickly.	3	12	26z	3z
Stun S Lv2	Paralyzes target (Lv2). May require several shots. Single shot, max 8 shots.	Health recovery (20 pts.)	4	8	54z	5z
Tranq S	Tranquilizer for wyverns. Use on trapped monsters. Max 8 shots. (Supply item)	Health recovery (30 pts.)	1	8	0z	0z

## BAIT

When a hunter is positioned at certain spots near streams, ponds, or rivers, bait items can be used to catch fish. The bait used determines the kind of fish or monsters attracted to the hunter's lure.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Cricket	Energetic insect that works well as bait for fishing.	Use at an applicable area of a pond, stream or river to catch fish.	1	5	10z	1z
Firefly	A firefly that's always glowing. Works well as bait for fishing.	Use at an applicable area of a pond, stream or river to catch fish.	2	20	40z	4z
Frog	A frog. Works well as bait for fishing.	Bait used specifically to catch a Plesioth.	2	10	150z	15z
Worm	A fat nightcrawler that works well as bait for fishing.	Use at an applicable area of a pond, stream or river to catch fish.	1	10	20z	2z

## TOOLS

Items in this category include instruments the hunter can use in the field to locate items and insects, cook meat and sharpen dull blades, or change the status of allies.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Antidote Flute	Eliminates poison in the blood of those who hear it. May break when used.	All allies in the area recover from Poison.	4	1	1560z	780z
Armor Flute	Improves the endurance of those who hear it. May break when used.	All allies in the area increase in Defense (3 min. duration).	5	1	2960z	1480z
BBQ Spit	A must-have item for any hunter. Allows for the cooking of meat.	Usable with Raw Meat in possession. Cook the meat into Rare Steak.	1	1	560z	56z
Binoculars	Lets you observe from a distance.	Burnt Meat or Well-Done Steak.	1	1	50z	5z
Bugnet	Strong net for catching bugs.	Zoom in on areas from a greater range.	1	1	80z	8z
Demon Flute	Increases the strength of those who hear it. May break when used.	Capture bugs at certain locations. 1/10 chance of breaking.	1	5	3240z	1620z
Flute	A dangerous device used to attract certain monsters. May break when used.	All allies in the area increase in Strength (3 min. duration).	5	1	480z	48z
Garbage	Junk created when a combination attempt fails.	Lures dragon flying overhead to the ground.	2	1	10z	1z
Gourmet BBQ Spit	A gourmet BBQ spit that allows you to make Well-Done Steak more easily.	Give to the Forest Elder in the Forest and Hill or Jungle areas to receive items! (untested)	1	10	10z	1z
Health Flute	Restores the Health of those who hear it. May break when used.	All allies in the area recover Health (20 pts.)	4	1	24000z	2400z
Iron Pickaxe	An iron pickaxe with a strong blade.	Mine stones at crevices. 1/10 chance of breaking.	4	1	1660z	830z
Mega Bugnet	Extremely durable net for catching bugs.	Capture bugs at certain locations. 1/15 chance of breaking.	1	5	160z	16z
Mega Pickaxe	A steel-reinforced pickaxe that is hard to chip.	Mine stones at crevices. 1/15 chance of breaking.	3	5	120z	12z
Old Bugnet	Cheap and easily torn net for catching bugs.	Capture bugs at certain locations. 1/5 chance of breaking.	3	5	240z	24z
Old Pickaxe	A cheap pickaxe with an easily chipped blade.	Mine stones at crevices. 1/5 chance of breaking.	1	5	30z	3z
Whetstone	A standard whetstone. By grinding weapons with it Sharpness is restored.	Sharpness restored	1	5	60z	6z
			1	20	80z	8z



# NATURAL VEGETATION

Many plants and fungi growing naturally in the field can be harvested by able hunters and used for a variety of purposes, either to treat wounds and cure status directly, or to create powerful mixtures via item combination.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Antidote Herb	A plant that has antidotal qualities. May work even if taken by itself.	50% Poison Recovery	1	10	20z	2z
Blue Mushroom	Rare mushroom with a power-enhancing effect.	Useful in Item Combinations.	2	10	24z	2z
Cactus Flower	Contains antidotal substances, but has no effect by itself.	Useful in Item Combinations and weapon creation. The Forest Elder likes them as well.	2	10	100z	10z
Dragon Toadstool	A dangerous fungus said to draw the life out of people. Beware.	Used in Item Combinations.	3	10	450z	45z
Felvine	A Felynx favorite. They can't resist its charm.	While in possession, Felyx steal Felvine rather than other items.	1	10	14z	1z
Fire Herb	A plant that has flammable properties.	Grows in extremely hot areas. Useful in creating explosive materials.	2	20	44z	4z
Herb	A plant that restores a slight amount of Health.	Health Recovery (20)	1	10	20z	2z
Honey	Normal honey. Highly nutritious.	Used in Item Combinations to create valuable medicines.	2	10	90z	45z
Ivy	A lightweight and extremely strong plant.	Useful in Item Combinations.	1	10	75z	8z
King Cactus	King of the cacti. Touch it at your own risk.	Material for weapon creation.	5	10	36000z	3600z
Nitroshroom	Rare mushroom with the power to generate heat.	Used in Item Combinations to create Gunpowder.	2	20	60z	6z
Sap Plant	A plant with leaves coated in sticky sap. Difficult to remove once attached.	Useful in Item Combinations.	1	30	24z	2z
Sleep Herb	A plant that possesses sleep-inducing qualities.	Useful in Item Combinations.	1	10	50z	5z
Special Mushroom	Tiny and difficult to pick. A favorite food of the Mossvine.	Item delivery required to complete several quests.	5	10	600z	60z
Stunshroom	Mushroom that induces a paralytic effect.	Used in Item Combinations.	3	10	150z	15z
Toadstool	A poisonous fungus. But perhaps it has other effects as well.	Poisons if consumed. Useful in Item Combinations.	2	10	75z	8z

# BERRIES AND NUTS

Various nuts and berries plucked from vines growing naturally in the hunting regions can be combined with other materials to create various types of ammunition and hand-thrown items.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Armor Seed	Temporarily increases Defense when consumed. Very invigorating.	Temporarily raises defense power 3% (3 min.).	2	10	220z	110z
Bomberry	A berry that explodes when subjected to an impact.	Useful in making ammunition.	2	10	120z	12z
Dragon Seed	Mysterious berry said to be hated by dragons.	Useful in creating Dragon S ammunition.	2	2	780z	78z
Huskberry	An empty berry with nothing inside.	Useful in a large number of Item Combinations. Provided during certain quests.	1	99	2z	1z
Needleberry	A berry covered in needle-like thorns.	Useful for making ammunition and crafting certain weapons.	1	99	6z	1z
Paintberry	A berry that releases a paint-like juice and a powerful smell when broken.	Useful in creating Paintballs and Paint S ammunition.	1	99	60z	6z
Power Seed	Improves natural energy-flow and temporarily raises Attack power when consumed.	Temporarily raises attack power 3% (3 min.).	2	10	280z	140z
Scatternut	A nut that shatters to pieces when subjected to an impact.	Useful in making ammunition.	2	30	40z	4z

# ORES

Minerals mined from rock crevices using Pickaxes allow hunters to create and upgrade weapons and armor pieces.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Antiseptic Stone	Earth Crystal with enhanced antiseptic qualities. Does not exist naturally.	Material for creating and improving many Armors and Weapons, and in Item Combination.	3	10	1830z	183z
Coal	A rock-like material that can be burned for warmth.	Item delivery required to complete certain quests.	3	10	1200z	120z
Disk Stone	A disk-shaped stone.	Used to make Disk S ammo, and to create certain weapons.	4	20	680z	68z
Dragonite Ore	Better than Machalite. Extremely valuable. Also called Dragonstone.	Material for creating and improving many Armors and Weapons.	5	99	4800z	480z
Earth Crystal	The crystallized remains of micro biotic organisms. Prized as a weapon abrasive.	Sharpness restored	4	99	1200z	120z
Firestone	Combusts at room temp. Can only be mixed with suitable materials.	Material for creating and improving many Armors and Weapons.	5	99	8600z	860z
Iron Ore	Iron Ore can be smelted into metal and used for many different purposes.	Material for creating and improving all iron Armors and Weapons.	4	99	600z	60z
Lightcrystal	Crystal with a dull glow. Extremely hard, it is used for tools in the armory.	Material for creating and improving many Armors and Weapons.	5	99	11500z	1150z
Machalite Ore	Better than Iron Ore. Used to make Machalite. Also called Sparrowstone.	Material for creating and improving many Armors and Weapons.	5	99	1600z	160z
Novacrystal	Brightly glowing crystal. Extremely hard, it is used for tools in the armory.	Material for creating and improving many Armors and Weapons.	5	99	24400z	2440z
Stone	A small rock. Can be thrown.	Throw weapon, small damage. Catch monster's attention or detonate explosives.	1	99	10z	1z
Union Ore	Ore containing a metal that can fuse any other material together.	Material for creating and improving many Armors and Weapons.	5	99	3200z	320z



# FISH

Fish caught in ponds, rivers and streams have a variety of uses, both in the field and in item combinations.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Bomb Arrowana	A fish that explodes when killed.	Used in Item Combinations to create ammunition.	4	10	330z	264z
Burst Arrowana	A fish that ruptures open when killed.	Used in Item Combinations to create ammunition.	4	10	110z	88z
Goldenfish	A rare fish with a gold-colored body. Very valuable.	Item delivery required to complete several quests. Sell to increase money.	5	10	7600z	760z
Knife Mackerel	A fish with a dorsal fin hard enough to be used to sharpen weapons.	Sharpness restored.	1	10	120z	60z
Pin Tuna	A fish with a jaw covered in tiny needle-like spikes.	Useful in Item Combinations.	1	30	100z	50z
Rumblefish	A fish that cracks open when killed.	Used in Item Combinations to create ammunition.	2	30	60z	30z
Scatterfish	A fish that shatters to pieces when killed.	Used in Item Combinations to create ammunition.	4	10	300z	240z
Sleepyfish	A fish with sleep-inducing properties.	Used in Item Combinations to create ammunition.	2	10	90z	45z
Speartuna	A rare and valuable giant-sized fish. What could it be used for...?	Used to make a bizarre weapon.	5	10	22000z	2200z
Sushifish	A delicious fish that restores a small amount of Health when consumed.	Health recovery (20 pts.)	1	10	90z	45z

# INSECTS

Bugs can be captured with a Bugnet in locations where small glowing insects are seen flying about. Rare insects can be extremely valuable and fetch high prices, and they can also be used to create effective weapons.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Bitterbug	Contains a bitter essence. Has a 50%% chance of curing poison if consumed.	50% Poison recovery, lowers Health by 10.	1	10	20z	2z
Flashbug	An insect that emits a powerful flash when it dies.	Used in Item Combinations to make Flash Bombs.	2	10	96z	48z
Godbug	An insect said to live for a thousand years.	Useful in Item Combinations.	3	10	420z	210z
Insect Husk	The remains of a dead insect.	Give to the Forest Elder in the Forest and Hill, Jungle or Swamp areas to receive items! (untested)	1	10	10z	1z
Thunderbug	An insect that emits electricity when struck. Has many applications.	Used as material to create and improve Weapons.	4	99	700z	350z

# MONSTER BODY PARTS

Crafting many weapons and armors require procurement of the organs, scales and shells of extremely dangerous monsters. The main method of obtaining materials from monsters is to carve them from their dead corpses. However, sometimes monster scales and fangs can be found by searching the discarded bones and dung heaps within their respective layers.

ITEM NAME	DESCRIPTION	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Basarios Shell	Shell from a Basarios. Rock-like consistency. Can be forged into metal.	4	99	4400z	440z
Basarios Wing	The wing of a Basarios. Very hard to work as a material.	5	99	14200z	1420z
Bios Fang	A large, sturdy fang from a Diablos or Monoblos. Stays sharp.	4	99	2200z	220z
Bios Jaw	Jawbone from a Diablos or Monoblos. Used for making powerful Great Swords.	4	99	8800z	880z
Bone	Just a bone. So worn and weathered, it's unidentifiable.	1	99	150z	15z
Bullfango Head	A Bullfango head with a pair of huge fangs.	4	99	980z	98z
Bullfango Pelt	Bullfango hide. It's covered in bristly fur.	1	50	400z	40z
phalos Fin	A sand wyvern fin. It isn't poisonous, but it's very sharp.	5	99	5500z	550z
phalos Scale	A sand wyvern scale. Its color is a brilliant blue. Good at retaining moisture.	4	99	4800z	480z
imson Horn	Obtaining this Monoblos horn makes you the Hero of Kokoto.	5	99	15200z	1520z
diablos Shell	Part of the shell that covers a Diablos. Very dense and heavy.	4	99	6500z	650z
Diablos Spine	One of the hard spines from a Diablos' back. A weaponcraft material.	5	99	13400z	1340z
Diablos Tail	A Diablos tail. Stronger and more durable than an iron hammer.	5	99	12800z	1280z
Electro Sac	The internal organ of a Khezu. Releases electricity if disturbed.	4	99	4800z	480z
Fatalis' Crust	Hideous crust fused with the melted remains of previous hunters' gear.	5	99	15400z	1540z
Fatalis' Eye	The crystalline eyeball of Fatalis. One of the Three Great Treasures.	5	99	50000z	9600z
Fatalis' Horn	The power of the dragon is said to reside in the four horns atop his skull.	5	99	10880z	1088z
Fatalis' Scale	A portion of the scales from Fatalis' body that go on to form its shell.	5	99	7120z	712z
Fatalis' Shell	A multi-layered carapace that cannot be damaged by normal weaponry.	5	99	9300z	930z
Fatalis' Webbing	The large surface area makes it very useful. Must be used when fresh.	5	99	13100z	1310z
Flabby Hide	Only workable as a material after recent advances. Has mysterious properties.	4	99	7600z	760z
Flame Sac	A monster's internal organ. Contains a very flammable powder.	4	99	2400z	240z
Gendrome Hide	Sturdy green hide from a Gendrome. Perfect for making strong armor.	4	99	5600z	560z
Genprey Fang	Poisonous fang from a Genprey. The neurotoxin even works on wyverns.	2	99	80z	40z
Genprey Hide	A hide with all the scales removed. Can be tanned at the fort. Quite colorful.	3	50	280z	28z
Genprey Scale	Scale from a Genprey. Acts as camouflage in the desert zones.	5	99	400z	40z
Giant Beak	The huge, sturdy beak of a Yian Kut-Ku.			23800z	2380z



## MONSTER BODY PARTS CONTINUED

ITEM NAME	DESCRIPTION	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Gravios Carapace	Harder than Gravios Shell, this material is known as Gravite around here.	5	99	18800z	1880z
Gravios Head	The mask-like faceplate of a Gravios. Very hard to work as a material.	5	99	25500z	2550z
Gravios Shell	The stone-like shell of a Gravios. May contain traces of ore.	4	99	9700z	970z
Gravios Wing	The wing of a Gravios. Very hard to work as a material.	5	99	19800z	1980z
Homet Bladefin	The knife-like wing of a Hometaur. Key to its predatory ability.	5	99	2560z	256z
Hometaur Head	With special materials, can be worked into strong weapons or armor.	4	99	1750z	175z
Hometaur Shell	With special materials, this can be worked into very strong armor.	4	99	1200z	120z
Hometaur Wing	A hard-to-work material. Appears pearlescent when struck by light.	4	99	730z	73z
Iodrome Hide	Sturdy red hide from an Iodrome. Perfect for making strong armor.	4	99	5600z	560z
Ioprey Fang	Fang filled with deadly poison. Care is required when handling it.	2	99	50z	25z
Ioprey Hide	Can be tanned at the fort. The red portions are used as decorations.	3	50	280z	28z
Ioprey Scale	The dangerous poison normally in the scale has been removed.	3	50	400z	40z
Kelbi Hide	Used to join the plates in a suit of armor and to make winter clothing.	1	50	240z	24z
Kelbi Horn	Infusions of powdered Kelbi Horn are used as medicine here.	4	99	520z	52z
Kirin Hide	Beautiful white hide. As hard to use as it is to obtain. Exquisite material.	5	99	32500z	3250z
Kirin Horn	The horn of the beast god, as powerful as a lightning bolt. Exquisite material.	5	99	22000z	2200z
Kirin Mane	Magnificent silver mane. Even after being cut off, it seems to retain energy.	5	99	12000z	1200z
Kut-Ku Ear	The Fire resistant ear of a Kut-Ku. Used to prevent Bowgun flash-back.	5	99	17800z	1780z
Kut-Ku Scale	Pink colored scale from a Kut-Ku. Fire-resistant. Can be found in the field.	4	99	2500z	250z
Kut-Ku Shell	The Fire resistant shell of a Kut-Ku. Quite resistant to Fire.	4	99	3450z	345z
Kut-Ku Webbing	Webbing from a Kut-Ku wing. Better than animal skins as a fusing material.	4	99	6500z	650z
Lao-Shan's Claw	Lao-Shan's massive claw. Impossible to work, so it must be used as-is.	5	99	19200z	1920z
Lao-Shan's Horn	Horn from Lao-Shan's snout. A prized find. Can be fused with Firestone.	5	99	17000z	1700z
Lao-Shan's Plate	A massive scale from Lao-Shan. Possessing it proves a hunter's worth.	5	99	50000z	6700z
Lao-Shan's Scale	Deep red scales that are the equal of any wyvern's shell. Easy to work with.	5	99	6500z	650z
Lao-Shan's Shell	Shell of Lao-Shan Lung. The thick dragon shell tells you of its age.	5	99	9000z	900z
Lao-Shan's Spine	The back-spines of a thousand-year-old dragon. Boasts superior hardness.	5	99	14400z	1440z
Lg Lobstershell	The body shell of a King Lobster eaten by a Piscine Wyvern. Very rare.	5	99	32700z	3270z
Lg Monster Bone	Indispensable for crafting one-piece items. Bone can be connected to shell.	5	99	4400z	440z
Majestic Horn	High-quality horn from a Diablos. Used to make strong weapons.	5	99	24000z	2400z
Master's Skull	The remains of a top hunter who once let his guard down.	5	99	12500z	1250z
Med Monster Bone	These have more uses than smaller bones. Usually carved to make an item.	4	99	2100z	210z
Monoblos Heart	The heart of a Monoblos. Symbolizes ferocious anger.	5	10	36000z	3600z
Monoblos Shell	Shell from a Monoblos, a sub-species of Diablos. Gray-colored.	4	99	6500z	650z
Monoblos Spine	A hard spine from the back of a Monoblos. A weaponcraft material.	5	99	13400z	1340z
Mosswine Head	The head of a Mosswine. Only a true collector would bring one back.	4	99	120z	12z
Mosswine Hide	Mosswine hide. It's covered in moss.	4	99	360z	36z
Mystery Bone	A well-worn bone. Not sturdy enough to use in combination.	1	99	10z	1z
Pale Bone	Rib bone from a Khezu with meat still attached.	5	99	23800z	2380z
Pale Extract	Khezu extract. Has the ability to amplify the effect of medicines.	3	20	1220z	122z
Pale Lips	The lips of a Khezu. Able to generate powerful suction.	5	99	35500z	3550z
Piscine Fang	Fang from a Plesioth or Cephalos. Used to hold and kill prey.	4	99	2500z	250z
Piscine Jaw	The jaw of a Piscine Wyvern. Used for making powerful Great Swords.	4	99	4600z	460z
Piscine Liver	Internal organ from a Piscine Wyvern. A guild favorite as a cure-all.	3	10	3000z	300z
Plesioth Fin	A beautiful fin from a Plesioth. The spikes are deadly poisonous.	5	99	8200z	820z
Plesioth Scale	An incandescent scale from a Plesioth. Becomes brittle if it dries out.	4	99	4450z	445z
Poison Sac	A monster's internal organ. Contains a lethal poison.	4	99	960z	96z
Power Extract	A monster's internal organ. Contains a lethal poison.	3	20	560z	56z
Rathalos Claw	Gycceros extract. The secret to its ability to run fast and far.	4	99	6000z	600z
Rathalos Plate	A Rathalos wing claw. Occasionally comes off during a fight.	5	99	48500z	4850z
Rathalos Scale	A fiery scale from the tail of a Rathalos.	4	99	4900z	490z
Rathalos Shell	A scale from a Rathalos. These are a highly prized crafting material.	4	99	6500z	650z
Rathalos Tail	Shell from a Rathalos, comprised of numerous scales. Very hard.	5	99	12000z	1200z
Rathalos Webbing	The tail of a Rathalos. A multi-purpose item.	4	99	8800z	880z
Rathalos Wing	This heat-resistant material is often used as armor lining.	5	99	25500z	2550z
Rathian Claw	A valuable item. Used by smiths at the armory to make Great Swords.	4	99	6000z	600z
Rathian Plate	Rathian wing claws. Occasionally come off during a fight.	5	99	48500z	4850z
Rathian Scale	A fiery scale from the tail of a Rathian.	4	99	4900z	490z
Rathian Shell	A scale from a Rathian, the female version of the Rathalos.	4	99	6500z	650z
Rathian Spike	Shell from a Rathian, comprised of numerous scales. Very hard.	5	99	3000z	300z
Rubbery Hide	Spike-like hairs from the back and wings of a Rathian. Poisonous.	4	99	3700z	370z
Screamer	Highly elastic Gycceros hide. A good insulator, resistant to electricity.	4	99	150z	15z
Sleep Sac	A monster's internal organ. If broken, it emits a shrill sound.	4	99	3400z	340z
Sm Lobstershell	A monster's internal organ filled with a powder that causes sleep when inhaled.	5	99	35800z	3580z
Sm Monster Bone	The cranial shell of a King Lobster eaten by a Piscine Wyvern. Very rare.	3	99	100z	10z
Stun Sac	A very useful material, indispensable for both hunting and daily life.	4	99	1200z	120z
	A monster's internal organ filled with a paralyzing neurotoxin.				



## MONSTER BODY PARTS CONTINUED

ITEM NAME	DESCRIPTION	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Twisted Horn	The large, gnarled horn of a Diablos. Has a variety of uses.	4	99	7800z	780z
Unknown Skull	Animal skull. So worn and weathered, it's unidentifiable.	4	99	1200z	120z
Velocidrome Claw	Claw from an alpha Velociprey. Sharp and blade-like.	5	99	2400z	240z
Velocidrome Head	Large head with a crest. You'd look pretty fierce if you wore it on your head.	5	99	5600z	560z
Velociprey Fang	Sharp (though not as sharp as a wyvern fang). Used to make Bowgun ammo.	2	99	30z	15z
Velociprey Hide	Hide obtained by carving up a Velociprey. Valued as a fusing item in armorcraft.	3	50	280z	28z
Velociprey Scale	Scale obtained by carving up a Velociprey. Blue and black in color.	3	50	400z	40z
Vespoid Abdomen	The abdomen of a Vespoid queen. In rare cases these are filled with eggs.	5	99	44440z	4444z
Vespoid Bladefin	The knife-like wing of a Vespoid. The key to its predatory ability.	4	99	2560z	256z
Vespoid Shell	With special materials, this can be worked into very strong armor.	4	99	1200z	120z
Vespoid Wing	A hard-to-work material. Front and reverse sides have different textures.	4	99	730z	73z
Wyvern Claw	Used to make Bowgun ammunition. With explosive, makes explosive shots.	4	99	180z	18z
Wyvern Fang	Used to make Bowgun ammunition. With explosive, makes spreading shots.	3	99	60z	6z
Wyvern Marrow	A material obtained via new carving techniques. Highly combustible.	5	99	21000z	2100z

## SPECIAL EVENT VOUCHERS

Completion of certain online quests may award players with special coupons. These vouchers can only be used online; in the offline game, the vouchers do not appear in the player's inventory or item box. Not only do these items prove the diligence of the hunter, but they can be redeemed at craftsman shops in exchange for extremely rare weapons and armor pieces.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
BBQ Ticket	Awarded to those who truly know how to cook flavorful meat.	Required to create a weapon. The Forest Elder wants them(e)!	5	99	0z	0z
Chrome Voucher	Thanks for participating. Dengeki Magazine sends its warmest regards!	Required to create a powerful weapon.	5	99	0z	0z
Commendation	Ticket awarded for a display of bravery. Try collecting them.	Required to create several weapons and armors.	5	99	0z	0z
Egg Ticket	Ticket obtained by giving eggs to the guild. Try collecting them.	Required to create several weapons and armors.	5	99	0z	0z
Gold Ticket	Presented to users of the guest house VIP room for an extended period.	Required to create several weapons.	5	99	0z	0z
Guild Ticket	Rare ticket obtained by attending and completing a guild-sponsored event.	Required to create several weapons and armors.	5	99	0z	0z
Hunter Citation	Awarded to top hunters by the Hero of Kokoto.	Required to create a powerful weapon.	5	99	0z	0z
Jewel Ticket	Ticket obtained by giving ore to the guild. Try collecting them.	Required to create several weapons and armors.	5	99	0z	0z
Old Lady's Note	Order note from the old lady at the food ingredient shop.	Required to create a weapon.	5	99	0z	0z
Pawprint Stamp	Money used by beast creatures. You can't decipher the writing.	Required to create a weapon. The Forest Elder wants them(e)!	5	99	0z	0z
Silver Ticket	Presented to those who rent rooms at the guest house for long periods.	Required to create several weapons.	5	99	0z	0z

## MYSTERY ITEMS

Finding these bizarre artifacts in the field may cause doubts regarding the seriousness of hunting monsters. However, any capable weapon craftsman can help develop the value of these trinkets.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Lost Umbrella	Noblewoman's umbrella. Seems to have hidden features. Try fixing it.	Used to create a strange weapon.	5	99	12400z	1240z
Ruststone (A)	Looks like a lump of dirt, but it's actually rusted metal. Try polishing it.	Used to create a Sword.	5	1	1800z	180z
Ruststone (B)	Looks like a lump of dirt, but it's actually rusted metal. Try polishing it.	Used to create a Great Sword.	5	1	1800z	180z
Ruststone (C)	Looks like a lump of dirt, but it's actually rusted metal. Try polishing it.	Used to create a Lance.	5	1	1800z	180z
Ruststone (D)	Looks like a lump of dirt, but it's actually rusted metal. Try polishing it.	Used to create a Hammer.	5	1	1800z	180z
Ruststone (E)	Looks like a lump of dirt, but it's actually rusted metal. Try polishing it.	Used to create a Bowgun.	5	1	1800z	180z

## REFERENCE VOLUMES

The development of a hunter's skills requires not only constant refinement of equipment, but strengthening of the mind as well. Books sold by certain merchants can lead the righteous hunter on the path of enlightenment.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Book of Combos 1	Intro text for first-time combiners. Improves your combining success rate.	Adds 5% to all Item Combination success ratios.	4	1	1000z	100z
Book of Combos 2	Basic text. Together with 1, improves your combining success rate.	Adds 10% to all Item Combination success ratios.	4	1	2000z	200z
Book of Combos 3	Intermediate text. Along with 1 and 2, improves your combining success rate.	Adds 20% to all Item Combination success ratios.	4	1	5000z	500z
Book of Combos 4	Advanced text. Along with 1, 2, and 3, improves your combining success rate.	Adds 30% to all Item Combination success ratios.	5	1	10000z	1000z



## REFERENCE VOLUMES CONTINUED

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Book of Combos 5	Pro text. Along with 1, 2, 3 and 4, improves your combining success rate.	Adds 45% to all Item Combination success ratios. Must own Book of Combos 1, 2, 3 and 4.	5	1	15000z	1500z
Apceros Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Aptonoth Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Basarios Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Bullfango Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Cephadrome Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Cephalos Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Diablos Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Fatalis Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	4	1	1000z	0z
Felyne Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Gendrome Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	2	1	200z	0z
Genprey Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	2	1	200z	0z
Gravios Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Gypceros Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Hornetaur Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Iodrome Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	2	1	200z	0z
Ioprey Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	2	1	200z	0z
Kelbi Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Khezu Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Kirin Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	4	1	1000z	0z
Lao-Shan Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	4	1	1000z	0z
Melynx Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Monoblos Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Mosswine Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	1	1	100z	0z
Plesioth Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Rathalos Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Rathian Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Velocidrome Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	2	1	200z	0z
Velociprey Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	2	1	200z	0z
Vespoid Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z
Yian Kut-Ku Info	Reference material for your Monster List. Habits, ecology, etc.	Adds monster description to Monster section of Reference menu.	3	1	500z	0z

## SUPPLY ITEMS

Departing on each chosen quest, the hunter might find a bevy of useful items stored in the blue Supply Box at the campsite. The supplies in this list are removed automatically from the hunter's inventory upon completion of the quest objective.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Ballista S	Ammunition for a very large Bowgun installation.(Supply Item)	Usable only in Fort stage.	3	10	0z	0z
Cannon S	Special ammo used against large dragons. Very heavy.(Supply Item)	Usable only in Fort stage.	3	1	0z	0z
First-aid Med.	Medicine that restores a small amount of Health.(Supply Item)	Health recovery (30 pts.)	1	10	0z	0z
Map	A map that shows the topography of the region.(Supply Item)	Displays full map of region onscreen.	1	1	0z	0z
Mini Whetstone	A small whetstone for restoring weapon Sharpness.(Supply Item)	Sharpness restored.	1	10	0z	0z
Portable Spit	A guild BBQ spit for novice hunters. (Supply Item)	Usable with Raw Meat in possession. Cook the meat into Rare Steak, Burnt Meat or Well-Done Steak.	1	1	0z	0z
Ration	Restores a small amount of Stamina if eaten. (Supply Item)	Stamina gauge increased (25 pts.)	1	10	0z	0z
Tranq Bomb	Use to subdue and capture a trapped monster. (Supply Item)	Inflicts Sleep status on flying dragons.	1	8	0z	0z

## DELIVERY ITEMS

Completion of certain quests requires the hunter to return to camp and deposit specified items in the red Delivery Box. While Special Mushrooms, Kelbi Horns and other items sometimes fall into this category, they are more applicable in other item categories. The items in this list exist only as delivery items required for completing specific Gathering and Capture quests.

ITEM NAME	DESCRIPTION	ITEM USAGE	RARITY	SLOT QTY.	BUY (Z)	SELL (Z)
Herbivore Egg	An egg stolen from an Apceros nest. Said to be delicious.	Item delivery required to complete certain quests.	2	1	0z	0z
Powderstone	Rock that explodes upon even the slightest impact. Be careful!	Item delivery required to complete certain quests.	3	1	0z	0z
Quartz Ore	Ore that contains White Quartz.	Item delivery required to complete certain quests.	5	1	0z	0z
Sootstone Ore	Ore that contains Sootstone.	Item delivery required to complete certain quests.	5	1	0z	0z
Wyvern	No explanation necessary.	Item delivery required to complete certain quests.	1	10	0z	0z
Wyvern Egg	An egg stolen from a wyvern's nest.	Item delivery required to complete certain quests.	3	1	0z	0z



# ITEM COMBINATIONS

Many items in the game can only be gained by combining two existing items to find a new one. Each item combination has a base success rate. If the attempt fails, the two items are wasted and a piece of Garbage is obtained. But with success, a new and more useful type of item is created.

To combine items, open the menu during or between quests and select the "Combine" option. Only items currently in the character's possession can be combined. Items cannot be combined in the item chest. In the Combine list, the items held are displayed. Items that can be combined are highlighted. Select a combinable item, and then select a second. If the second item is incompatible with the first, a buzzer sounds. After finding two compatible items, mix them together and keep your fingers crossed. If successful, a better item is created. Every time an item combination is successful, the recipe is added to the Combine list in the Reference menu.



Combine items in the Combine menu to form powerful new creations.

## BOOK OF COMBOS

Each combination has a basic chance of success. Some combinations have a very low chance of success, especially considering the value of some of the items involved. For instance, failing in an attempt to combine a Trap Tool and Net is not only a waste of two somewhat expensive tools, but hunting a wyvern becomes quite a bit harder.



To increase combo success rate, purchase a Book of Combos from the traveling peddler that appears after the first Quest Lv 10 urgent quest is cleared.

To increase the chance of success for every item combination, purchase the Books of Combos from vendors offline in the village or online in the town. These volumes may be bought from a peddler who appears in the village after the first Quest Lv 10 Urgent Quest is cleared, and also from the Combination Shop in the online Town. To raise the combine success rates, first purchase Book of Combos 1, then Book of Combos 2, etc., in order, through Book of Combos 5. The higher level books are ineffective without purchasing the initial volumes. With an increase rate of success, performing item combinations in the field is less likely to leave you holding junk.



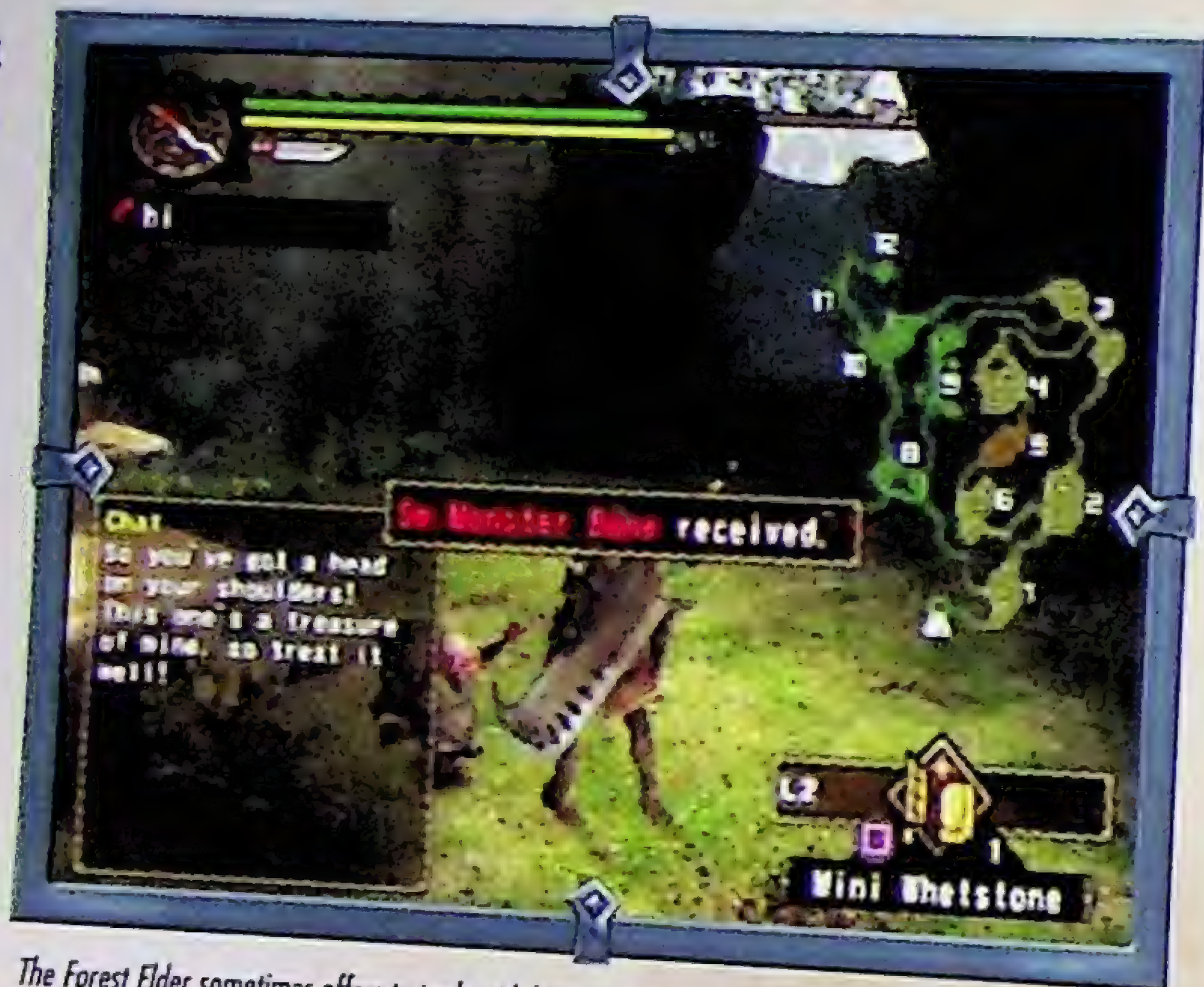
# ITEM COMBINATION LIST

NO.	MATERIAL 1	MATERIAL 2	SUCCESS RATE	COMBINED ITEM
1	Herb	Blue Mushroom	95%	Potion
2	Herb	Honey	90%	Mega Potion
3	Godbug	Blue Mushroom	90%	Nutrients
4	Nutrients	Honey	75%	Mega Nutrients
5	Blue Mushroom	Antidote Herb	95%	Antidote
6	Bitterbug	Cactus Flower	90%	Herbal Medicine
7	Dragon Toadstool	Mega Nutrients	65%	Max Potion
8	Immunizer	Kelbi Horn	55%	Ancient Potion
9	Bitterbug	Honey	75%	Catalyst
10	Dragon Toadstool	Catalyst	75%	Immunizer
11	Catalyst	Rare Steak	75%	Power Juice
12	Power Extract	Well-Done Steak	65%	Mega Juice
13	Catalyst	Power Seed	65%	Demondrug
14	Pale Extract	Demon Drug	55%	Mega Demondrug
15	Catalyst	Armor Seed	65%	Armor Skin
16	Pale Extract	Armor Skin	55%	Mega Armorskin
17	Raw Meat	Toadstool	90%	Poisoned Meat
18	Raw Meat	Stunshroom	90%	Tainted Meat
19	Raw Meat	Sleep Herb	90%	Drugged Meat
20	Stone	Sap Plant	95%	Bomb Material
21	Bomb Material	Ivy	75%	Smoke Bomb
22	Bomb Material	Flashbug	75%	Flash Bomb
23	Bomb Material	Dung	75%	Dung Bomb
24	Paintberry	Sap Plant	95%	Paintball
25	Fire Herb	Nitroshroom	95%	Gunpowder
26	Fire Herb	Small Barrel	90%	Sm Barrel-Bomb
27	Gunpowder	Large Barrel	75%	Lg Barrel-Bomb
28	Gunpowder	Screamer	75%	Sonic Bomb
29	Ivy	Spiderweb	90%	Net
30	Net	Trap Tool	65%	Pitfall Trap
31	Bitterbug	Earth Crystal	75%	Antiseptic Stone
32	Godbug	Wyvern Fang	95%	Lifecrystals
33	Lifecrystals	Wyvern Claw	65%	Lifepowder
34	Lifepowder	Flute	65%	Health Flute
35	Antiseptic Stone	Flute	65%	Antidote Flute
36	Mega Demondrug	Med Monster Bone	55%	Demon Flute
37	Mega Armorskin	Med Monster Bone	55%	Armor Flute
38	Needleberry	Huskberry	95%	Normal S Lv2
39	Rumblefish	Huskberry	95%	Normal S Lv3
40	Velociprey Fang	Huskberry	90%	Pierce S Lv1
41	Pin Tuna	Huskberry	75%	Pierce S Lv2
42	Pin Tuna	Sm Bone Husk	75%	Pierce S Lv3
43	Scattermut	Huskberry	90%	Pellet S Lv1
44	Wyvern Fang	Huskberry	75%	Pellet S Lv2
45	Wyvern Fang	Sm Bone Husk	75%	Pellet S Lv3
46	Burst Arrowana	Huskberry	90%	Crag S Lv1
47	Burst Arrowana	Sm Bone Husk	90%	Crag S Lv2
48	Bomb Arrowana	Lg Bone Husk	95%	Crag S Lv3
49	Bomberry	Huskberry	90%	Clust S Lv1
50	Wyvern Claw	Sm Bone Husk	75%	Clust S Lv2
51	Scatterfish	Lg Bone Husk	95%	Clust S Lv3
52	Disk Stone	Huskberry	75%	Disk S
53	Herb	Huskberry	90%	Recov S Lv1
54	Potion	Huskberry	90%	Recov S Lv2
55	Toadstool	Huskberry	90%	Poison S Lv1
56	Ioprey Fang	Huskberry	75%	Poison S Lv2
57	Stunshroom	Sm Bone Husk	90%	Stun S Lv1
58	Genprey Fang	Huskberry	90%	Stun S Lv2
59	Sleep Herb	Sm Bone Husk	90%	Sleep S Lv1
60	Sleepyfish	Huskberry	75%	Sleep S Lv2
61	Paintberry	Huskberry	90%	Paint S
62	Antidote Herb	Huskberry	90%	Antidote S
63	Power Seed	Huskberry	75%	Demon S
64	Armor Seed	Huskberry	75%	Armor S
65	Dragon Seed	Lg Bone Husk	75%	Dragon S
66	Dung	Huskberry	75%	Dung S



# FOREST ELDER

During quests located in the Forest and Hills, Jungle Zone and Swamp Zone, the player might stumble across the den of the Forest Elder. The Forest Elder is a semi-friendly NPC who can be spoken with. Depending on the items currently in the hunter's possession, the Forest Elder may offer to make a trade. If the trade is agreed to, the Forest Elder takes the item he has an eye on, and gives a certain item in return.



The Forest Elder sometimes offers to trade with hunters in possession of rare items.

Each of the following tables shows the items that the Forest Elder gives depending on the items in the hunter's possession. The tables list the trade in order of priority from top to bottom. For instance, if the Forest Elder is spoken to in the Forest and Hills zone, the old wise man checks to see if the player has an Insect Husk in possession. If so, the item is removed from the inventory and replaced with a Special Mushroom. However, during certain quests the Special Mushroom trades are not available. If such is the case, the Forest Elder looks for a piece of Iron Ore, and if the player possesses one, the Forest Elder takes one Iron Ore and offers up a Sm Monster Bone. If the items at the top of the list are not in the hunter's possession, the Forest Elder scans the player's inventory to see if the next item on the list is available, and so on, until the end of the list is reached. If the hunter does not possess any items that the Forest Elder wants, the old man instead offers tips and hints as usual.

The Forest Elder can be spoken with up to four times during one quest. Then he becomes irritated and ignores the hunter or shoos them away. The Forest Elder prefers to do an item trade. If two or more item trades occur and there are still opportunities to speak with him, he offers up one free item without taking any in return. If further chances to interact still remain, the Forest Elder offers game hints and tips until all opportunities run out.

FOREST AND HILLS (AREA 7)	
ITEM GIVEN	ITEM RECEIVED
Insect Husk	Special Mushroom*
Cactus Flower	Special Mushroom*
Felvine	Special Mushroom*
Fire Herb	Special Mushroom*
Iron Ore	Sm Monster Bone
Machalite Ore	Med Monster Bone
Dragonite Ore	Lg Monster Bone
Crimson Horn	Wyvern Marrow
Majestic Horn	Rathalos Wing
Lightcrystal	Rathian Spike
Kut-Ku Shell	Plesioth Scale
Kut-Ku Ear	Plesioth Fin
Cephalos Fin	Rathalos Webbing
Blos Fang	Lg Monster Bone
Piscine Jaw	Med Monster Bone
Blos Jaw	Rathalos Webbing
Diablos Spine	Gravios Carapace
Gravios Carapace	Diablos Spine
Gravios Head	Vespoid Abdomen
Gravios Wing	Vespoid Abdomen
Monoblos Spine	Wyvern Marrow
Rathian Plate	Lao-Shan's Scale
Rathalos Plate	Lao-Shan's Shell
Fatalis' Eye	Kirin Hide
Firestone	Rathalos Wing
Pale Lips	Pale Bone
Mystery Bone	Stunshroom
Garbage	Fire Herb
Pawprint Stamp	Firefly



## SWAMP ZONE (AREA 1)

ITEM GIVEN	ITEM RECEIVED
Insect Husk	Special Mushroom*
Ivy	Special Mushroom*
Blue Mushroom	Special Mushroom*
Honey	Special Mushroom*
Sm Monster Bone	Iron Ore
Med Monster Bone	Machalite Ore
Basarios Shell	Machalite Ore
Gravios Carapace	Dragonite Ore
Rathalos Wing	Lightcrystal
Rathalos Claw	Machalite Ore
Rathian Claw	Machalite Ore
Pale Bone	Union Ore
Gravios Head	Firestone
Gravios Wing	Lg Lobstershell
Basarios Wing	Sm Lobstershell
Lao-Shan's Spine	Firestone
Kirin Mane	Lightcrystal
Rathalos Tail	Machalite Ore
Wyvern Marrow	Lightcrystal
Hornet Bladefin	Union Ore
Vespoid Bladefin	Union Ore
Kut-Ku Ear	Machalite Ore
Giant Beak	Lightcrystal
Rathian Spike	Machalite Ore
Mystery Bone	Sleep Herb
Garbage	Sap Plant
Pawprint Stamp	Mega Pickaxe
Vespoid Abdomen	Novacrystal

## JUNGLE ZONE (AREA 5)

ITEM GIVEN	ITEM RECEIVED
Insect Husk	Special Mushroom*
Cactus Flower	Special Mushroom*
Sushifish	Special Mushroom*
Fire Herb	Special Mushroom*
Rathalos Claw	Demondrug
Rathian Claw	Armorskin
Rathalos Scale	Catalyst
Rathian Scale	Catalyst
Rathalos Shell	Dragon Toadstool
Rathian Shell	Dragon Toadstool
Piscine Fang	Power Extract
Blos Fang	Mega Juice
Blos Jaw	Pale Extract
Mosswine Head	Max Potion
Mosswine Hide	Max Potion
Bullfango Head	Max Potion
Flame Sac	Demondrug
Electro Sac	Immunizer
Poison Sac	Lifecrystals
Stun Sac	Catalyst
Sleep Sac	Armorskin
Wyvern Marrow	Ancient Potion
Sm Lobstershell	Mega Armorskin
Lg Lobstershell	Mega Demondrug
Mystery Bone	Toadstool
Garbage	Screamer
Cephalos Fin	Twisted Horn
Plesioth Fin	Twisted Horn
Pawprint Stamp	Mega Bugnet

## GIFTS

The Forest Elder may be spoken with four times before he becomes annoyed and shoos away the hunter. If less than four item exchanges occur, speak with the Forest Elder again and he may offer up a free item as a gift. Below is a list of the possible free gifts, and the chance for each to be obtained. The game checks the chance for the first item in the list, and then the second, and so forth on down the list until an item is procured.

### CHANCE OF OBTAINING EACH GIFT

GIFT	CHANCE
Sap Plant	10%
Sm Bone Husk	10%
Potion	10%
Blue Mushroom	10%
Special Mushroom	10%
Cricket	8%
Insect Husk	8%
Knife Mackerel	8%
Kut-Ku Scale	8%
Sm Monster Bone	6%
Old Pickaxe	6%
Scatterfish	1%
Max Potion	1%
Machalite Ore	1%
Power Seed	1%
Armor Seed	1%
Godbug	1%





## FELYPNE REFERENCE MENU MONSTER LIST No. 6



*"Cat-like humanoids with white fur. Normally quiet unless angered, in which case they may attack. Capable of speech, they are sometimes found in the employ of humans."*

Felynes encountered in towns and villages often speak the common tongue, and can provide helpful information when spoken to. Felynes encountered in the field prefer to mind their own business, and try their best to ignore hunters on quests. However, if attacked or if Melynx monsters in the same area are attacked, Felynes become hostile and attempt to punish hunters. They attack by bashing hunters with their canes, and they also ignite Sm Barrel-Bombs and chase after hunters in a suicide bomber attack. Felynes also become enraged when damaged by other monsters, so hunters must avoid fighting their prey in areas where Felynes roam. Although they possess extremely low Health points, Felynes are difficult to slay due to their high agility.

## MELYNX REFERENCE MENU MONSTER LIST No. 7



*"Cat-like humanoids with black fur. Being sticky-fingered they won't pass up a chance to steal things and take them back to their village. Easily distracted by the sight of Felvine."*

Melynx are the mischievous bandit versions of Felynes. Upon spotting hunters in the field, they begin to dance a merry dance of joy at the opportunity to steal valuable goods from a human. They dash toward hunters and attack by tackling the person to the ground. The attack causes only minor damage, but during the attack the Melynx snatches an item from the player's inventory. If a player has Felvine on hand, a Melynx prefers to steal this strange yellow weed in place of other items. Always carry one or two Felvine when crossing areas where Melynx dwell. When an item is stolen, the hunter can snatch the item back by attacking the Melynx enough times to reduce their health to zero. However, after a Melynx successfully steals, it waits a short time and then burrows into the ground. If a Melynx manages to get away with the player's item, the goods can be found by searching a junk pile in the cat-people village. Cat-people villages can be found in Area 12 of the Forest and Hills, Area 11 of the Desert Zone and Area 9 of the Swamp Zone. Avoid being robbed by Melynx in the Jungle Zone and the Volcanic Zone, since there is no chance to reclaim your items!

## VELOCIPREY REFERENCE MENU MONSTER LIST No. 8



*"Aggressive, carnivorous monsters that often travel in packs. Even a master hunter should take care not to become surrounded! Wide ranging, they are found in many different climates."*

### NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Velociprey Fang	15
Velociprey Scale	30
Velociprey Fang	30
Velociprey Hide	15
Velociprey Hide	8
Velociprey Hide	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Velociprey Hide	15
Velociprey Scale	30
Velociprey Hide	30
Velociprey Fang	15
Velociprey Fang	8
Velociprey Fang	2

Velociprey are blue-scaled, lizard-like carnivores that prey on live monsters and hunters alike. Velociprey often attack by biting or clawing hunters when standing at close range, but their most devastating attack is their long-range pounce. If a Velociprey can leap onto a hunter, they cause severe damage and send a hunter rolling for several yards. Velociprey are constantly hopping out of a hunter's weapon range, giving players wielding heavy weapons quite a hard time. While hunters equipped with Swords and Dual Swords should have little problem keeping up with Velociprey, hunters using Great Swords, Hammers, Lances, etc, should use dodge roll moves to avoid Velociprey attacks and also to chase after the creatures when they hop backwards. Since Velociprey always appear in groups, trying to carve up one kill when others are still in the vicinity is unwise. If a group of Velociprey is ganging up on a single player too much, a Flash Bomb thrown in the direction the Velociprey are facing renders entire packs of them blind and immobile for several seconds. Use the opportunity to slay as many as possible, before they recover.





# MONSTERS

The quarries in Monster Hunter are not exactly weak creatures quivering in fear of a hunter's blade. Monsters typically strike first, and in the case of wyverns they attack hard. Hunters must recognize monsters, understand their patterns and weaknesses, and know how to overcome them. This is the type of general monster data contained in this chapter.

## CARVE ITEMS

The possible items that can be carved from defeated monsters are listed in the tables within each monster description. In some cases an item is listed multiple times with various chances to obtain it, this means that a monster can be carved more than once and there is a chance to obtain the same item over again. "Early Game Carve Items" apply to carvings that occur in Quest Levels 1-3, and "Latter Game Carve Items" apply to carving attempts in Quest Levels 4-6.

## MOSSWINE REFERENCE MENU MONSTER LIST No. 1



*"Wild pigs covered in moss and fungus. Sometimes you will even find mushrooms growing on them. Their meat is known as a delicacy. Though normally docile, they will charge you if angered!"*

### NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Special Mushroom	15
Blue Mushroom	30
Raw Meat	30
Blue Mushroom	15
Raw Meat	8
Special Mushroom	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Special Mushroom	15
Blue Mushroom	30
Raw Meat	30
Blue Mushroom	20
Mosswine Hide	4
Mosswine Head	1

Mosswines are typically docile, hog-like creatures that patrol areas of the Forest and Hills, Swamp and Jungle Zones looking for Special Mushrooms to eat. They "sniff" at locations where Hunters might be able to find Special Mushrooms during certain Gathering Quests. When slain, sometimes various types of mushrooms can be carved out of their stomachs. Mosswines ignore the presence of hunters until attacked, at which point they attempt to charge. Damage sustained from this attack is just enough to knock a hunter over, but it is minor. Mosswines also fall into attack mode when damaged by nearby enemies.

## BULLFANGO REFERENCE MENU MONSTER LIST No. 2 BULLFANGO



*"A large wild boar. Foul tempered, they will charge hunters on sight. They are aggressive and powerful, so beware! They are often hunted for their meat, which many hunters find delicious."*

### NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Raw Meat	15
Bullfango Pelt	30
Bullfango Pelt	30
Raw Meat	15
Raw Meat	8
Bullfango Pelt	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Raw Meat	15
Bullfango Pelt	30
Bullfango Pelt	30
Raw Meat	16
Raw Meat	8
Bullfango Head	1

Bullfangos are large, mean-tempered beasts with long tusks they use to gore their prey. Upon spotting a hunter, they attempt to repel the intruder from their territory. A Bullfango prepares to charge by drawing its hoof across the ground, making the motion once for every estimated meter between itself and the hunter. Once a Bullfango completes its charge preparation, it dashes toward the hunter in a straight line. The charge can be avoided by moving far enough to the left or right of the charging animal, or by dodge-rolling at the appropriate time. When dealing with a single Bullfango, stand your ground and deflect its attack. Then turn and deliver several blows to the monster before guarding yourself again. When dealing with a pack of Bullfangos, the best strategy is to run around the center of the area and attempt to goad the Bullfangos into goring one another. When all the monsters are weakened or have almost killed each other off, the remainders should be easy to slay with only a few more attacks. Carve Bullfango bodies to obtain Bullfango Pelts, which are extremely useful in crafting better equipment for hunters.



## KELBI REFERENCE MENU MONSTER LIST No. 3



*"A herbivorous, deer-like monster. Valued for their horns, they tend to run away at the first hint of danger. They are also hunted for their meat, which is chewy but flavorful."*

### NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Kelbi Horn	25
Kelbi Hide	30
Kelbi Horn	30
Kelbi Horn	5
Raw Meat	8
Kelbi Hide	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Kelbi Horn	25
Kelbi Hide	30
Kelbi Horn	30
Kelbi Horn	5
Raw Meat	8
Kelbi Hide	2

Kelbi are small wild animals that resemble deer, both in appearance and movement. Kelbi are usually oblivious to hunters until they approach within close range. At that point, a Kelbi might emit a high pitched cry, to warn all Kelbi in the immediate area of the presence of a dangerous predator. At this point, all Kelbi usually begin an evasive movement pattern, which involves prancing in one direction for four leaps. Then Kelbi turn 180° and move in the opposite direction, making another four hops. Kelbi do not attack until inflicted with damage by a hunter. When hurt they enter defensive mode, during which time the Kelbi charges back and fourth a random number of steps. If the hunter steps into an attacking Kelbi's path, the monster lowers its head and knocks the foolish human to the ground with its horns. This weak attack causes only enough damage to throw a hunter off balance, and deducts only a few points of health. Kelbi are often hunted for their horns, which are used to create a potent Ancient Potion. The best method of hunting Kelbi is to chase them down and slay them one at a time. Carefully observe the movement pattern of the target and predict where the creature will pause between prancing movements. Attack swiftly with combos, or use a powerful weapon. Unless a killing blow results, prepare to strike the Kelbi again before it rises. If the creature gets back on its feet, it becomes harder to slay. When carving a Kelbi, position the hunter as close as possible to the nose of the carcass. This tactic seems to greatly help in carving a Kelbi Horn.

## APTONOTH REFERENCE MENU MONSTER LIST No. 4



*"Mainly hunted for food, these monsters are preyed upon by both hunter and monster alike. Timid unless in a pack, when some may defend themselves with surprising strength."*

### NUMBER OF CARVINGS: 2

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Sm Monster Bone	15
Sm Monster Bone	30
Raw Meat	30
Raw Meat	15
Med Monster Bone	8
Raw Meat	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Med Monster Bone	15
Sm Monster Bone	30
Raw Meat	30
Raw Meat	15
Sm Monster Bone	8
Raw Meat	2

Nicknamed the "cow" by some of the more cocky hunters, this slow moving docile herbivore minds its own business until attacked. Once an Aptonoth suffers damage from a hunter's weapon, its response depends on the state of the herd. If the numbers are thin, the creature may turn tail and attempt to flee the area. If the herd is strong, the creature might try to defend itself. Aptonoths attack by rotating their bodies and whipping their heavy spiked tails in the direction of the offending hunter. The motion is slow enough that a hunter can avoid damage by dodge rolling in the same direction that the Aptonoth twists. However, damage from this attack is so minor that a hunter is barely hurt. The intent is to knock a hunter onto his or her rear so that the Aptonoth can move away and hopefully blend back into the herd. Aptonoths are the number one source for Raw Meat, which can be cooked into Rare Steaks or Well-Done Steaks that increase Stamina, or used to lure carnivores into traps.

## APCEROS REFERENCE MENU MONSTER LIST No. 5



*"Hunted for their meat, which is buried under a thick, armored hide. Aggressive compared to the Aptonoth, hunting them can be a challenge. Apceros eggs are a valuable guild commodity."*

### NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Special Mushroom	15
Blue Mushroom	30
Raw Meat	30
Blue Mushroom	15
Raw Meat	8
Special Mushroom	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Special Mushroom	15
Blue Mushroom	30
Raw Meat	30
Blue Mushroom	20
Mosswine Hide	4
Mosswine Head	1

Unlike their grayish counterparts, which prefer to graze in greener pastures, Aptonoths prefer hot and arid regions in the Desert and Volcanic Zones. Unlike Aptonoths, they take offense to the presence of hunters and may attack them on sight. During certain egg stealing quests, Apceros become incensed by the presence of hunters in their nesting cave. These creatures attack by head butting and also by swinging their tails. Apceros are trickier to slay because of their thick, tortoise-like protective hides. Sharper weapons of greater attack power are required to penetrate their defenses.



# VELOCIDROME REFERENCE MENU MONSTER LIST No. 9



*"The alpha monster that leads a Velociprey pack. They are larger and have a more prominent crest. Highly territorial, but will retreat to a safe place when injured to recover."*

## NUMBER OF CARVINGS: 2

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Velociprey Scale	15
Velociprey Hide	30
Velocidrome Claw	30
Velocidrome Claw	15
Velocidrome Claw	8
Velocidrome Claw	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Velociprey Scale	15
Velociprey Hide	30
Velocidrome Claw	30
Velocidrome Claw	15
Velocidrome Claw	9
Velocidrome Head	1

The "boss" version of the Velociprey, these tall, red-crested creatures can be located on the map by using a Psychoserum. When a Velocidrome sights a hunter, it usually attempts to summon a pack of up to five other Velociprey to protect it by emitting a rasping, guttural cry. When attempting to slay a Velocidrome as the objective of a quest, be sure to mark the creature by throwing a Paintball at it, or by shooting it with Paint S bullets. Velocidrome have a tendency to flee after suffering a certain amount of damage, or if the hunter becomes too tied up dealing with Velociprey. The best strategy is to go after the Velocidrome, attacking the underlings only when they get in the way. Use dodge rolls and smart positioning to try and maneuver around the Velocidrome so that all the Velociprey are trapped on the other side of the larger creature. Also, a Flash Bomb may disorient entire packs of Velociprey, as well as the Velocidrome. In quests where several Velocidrome must be killed, the creatures only appear one at a time.

# GENPREY REFERENCE MENU MONSTER LIST No. 10



*"A subspecies of Velociprey found mainly in desert zones. Traveling in packs, their large fangs and claws contain a neurotoxin that is used to stun and paralyze prey."*

## NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Genprey Fang	15
Genprey Scale	30
Genprey Fang	30
Genprey Hide	15
Genprey Hide	8
Genprey Hide	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Genprey Hide	15
Genprey Scale	30
Genprey Hide	30
Genprey Fang	15
Genprey Fang	8
Genprey Fang	2

These brown-scaled raptor monsters are encountered in the Desert Zone and the Swamp. Genprey possess higher Health points than Velociprey, so they require more attacks to kill. If a Genprey's pounce attack successfully strikes a hunter, there is a high chance that the hunter may suffer paralysis. Otherwise, their habits and movement patterns resemble the Velociprey in all other respects. Genprey are also susceptible to the effects of Flash Bombs, when tossed correctly.

# GENDROME REFERENCE MENU MONSTER LIST No. 11



*"The alpha monster that leads a Genprey pack. They are larger and have a more prominent crest. Found in the desert, they can paralyze prey using their toxic fangs and claws."*

## NUMBER OF CARVINGS: 2

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Stun Sac	15
Genprey Hide	30
Genprey Scale	30
Stun Sac	15
Stun Sac	8
Stun Sac	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Genprey Scale	15
Gendrome Hide	30
Stun Sac	30
Gendrome Hide	15
Stun Sac	8
Stun Sac	2

A Gendrome is slightly taller than a Genprey, with two long fins extending from each side of its head. Like the Velocidrome, the creature can be located using a Psychoserum, and it likes to flee from area to area in the same manner as Velocidromes. Mark them quickly with Paintballs or Paint S shot, and follow them as soon as possible to prevent them from regaining health by resting in the next area. Gendromes bear the same ability to paralyze hunters during their pounce attack, so move in close to the creature and attack at point-blank range. A Gendrome is capable of calling up to four Genprey to protect it from hunters. Focus your efforts upon killing the Gendrome, attacking the Genprey only if they get in the way. If the pack becomes too thick, move a short distance away and toss a Flash Bomb to blind and immobilize the pack. During this time, set Lg Barrel-Bombs near the blinded Gendrome, and detonate the barrels with a Sm Barrel-Bomb.



## IOPREY REFERENCE MENU MONSTER LIST No. 12



*"A subspecies of Velociprey often found in subtropical zones. Sacs in their throat contain a powerful poison that slowly drains the Health of their prey."*

### NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Ioprey Fang	15
Ioprey Scale	30
Ioprey Fang	30
Ioprey Hide	15
Ioprey Scale	8
Ioprey Scale	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Ioprey Hide	15
Ioprey Scale	30
Ioprey Hide	30
Ioprey Fang	15
Ioprey Fang	8
Ioprey Fang	2

Ioprey are generally "latter game" monsters, appearing during quests in all areas after a hunter has progressed to Quest Level or HR 13 and beyond. Ioprey are the hardest raptor-like monsters to kill, with the highest number of health points. Their claw and bite attacks are powerful enough to cause great damage, and may possibly fling a hunter several feet away. Ioprey attempt to pounce on hunters with greater frequency and they also spit a gout of bluish acid that inflicts poison on any hunters it touches. Always carry a full supply of Antidotes on quests in the latter half of the game. Packs of Ioprey are best dealt with by tossing a Flash Bomb to incapacitate many of them. Smoke Bombs are also useful in masking the exact location of the hunter, as long as the hunter stays within the radius of the emitted cloud. Use both methods frequently during quests when certain quantities of Ioprey must be slain. Otherwise, pass through these creatures' territory as quickly as possible, without looking back.

## IODROME REFERENCE MENU MONSTER LIST No. 13



*"The alpha monster that leads an Ioprey pack. They are larger and have a more prominent crest. Found in tropical zones, they spit a poison that can sap the life force of prey."*

### NUMBER OF CARVINGS: 2

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Poison Sac	15
Ioprey Hide	30
Ioprey Scale	30
Poison Sac	15
Poison Sac	8
Poison Sac	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Ioprey Scale	15
Iodrome Hide	30
Poison Sac	30
Iodrome Hide	15
Poison Sac	8
Poison Sac	2

Iodromes are the alpha creatures of the Ioprey pack. Their leaping attacks are devastating to be sure, and they also spit the same poison acid that inflicts a status ailment on hunters. However, when attacked at close range they become less dangerous, relying mainly on weak claw attacks to fend off hunters. Iodromes are susceptible to the effects of Flash Bombs. While the Iodrome and any surrounding Ioprey reel from the stunning effects of a Flash Bomb, set up Lg Barrel-Bombs around the alpha monster and detonate them with an Sm Barrel-Bomb. Due to their incredibly high number of Health points, Iodrome have more opportunities to turn tail and flee from hunters. Be sure to mark them with paint in order to track their movements. Once Iodrome get away from attacking hunters, they may flee through several areas before stopping again.



# RATHALOS

REFERENCE MENU MONSTER LIST No. 14



*"Male wyvern that keeps a nest and patrols its patch of territory from the air in search of prey. Its claws are filled with a poison that weakens its quarry."*

When initiating a quest to slay a Rathalos, come prepared for war because that's exactly what you can expect from this monster. Upon sighting a hunter, a Rathalos usually screams a deafening roar. The Rathalos emits fireballs from its mouth, and also flies across areas to tackle hunters with its poisonous claws. Bring a full supply of Antidotes to cure poison status, since the creature attempts to inflict this status several times. The male dragon is a territorial creature, patrolling its region by moving quickly from area to area. If it does not spot a hunter for a long period of time, it assumes that all is well within its domain. At this point, the Rathalos may return to its nest for a brief nap. While the creature is napping, set up Lg Barrel-Bombs around it and set them off. Then try to goad the monster into a Pitfall Trap, set off more bombs around the flailing wyvern, and attack while its defense is lower. Rathalos can be stunned if a Flash Bomb is used properly. However, stunning the monster merely prevents it from flying. It remains capable of defending itself from close-range attacks while stunned. Smoke Bombs confuse the Rathalos as to the exact location of the hunter, but only if both the hunter and the monster's head are inside the smoke cloud. Weapons of incredible sharpness are required to penetrate the scaly plates covering the Rathalos' hide, and so sharper iron weapons are recommended over bone. The slaying of a Rathalos is a proud turning point in any hunter's career. The scales and organs carved from a Rathalos allow hunters to make some awesome-looking armor with amazing protective power.

## NUMBER OF CARVINGS: 4 (2 PER AREA)

### EARLY GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Rathalos Shell	5
Rathalos Webbing	30
Rathalos Scale	30
Rathalos Shell	25
Flame Sac	8
Wyvern Marrow	2

### EARLY GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Rathalos Scale	5
Rathalos Tail	30
Rathalos Scale	30
Rathalos Shell	25
Rathalos Tail	8
Wyvern Marrow	2

### LATTER GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Rathalos Scale	5
Rathalos Webbing	30
Rathalos Shell	30
Flame Sac	25
Wyvern Marrow	8
Rathalos Wing	2

### LATTER GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Rathalos Plate	1
Rathalos Tail	30
Rathalos Shell	30
Rathalos Tail	25
Rathalos Scale	8
Wyvern Marrow	6

# RATHIAN

REFERENCE MENU MONSTER LIST No. 15



*"Female version of the Rathalos wyvern. Unlike its male counterpart, it usually patrols its territory from the ground. Its tail spikes are filled with poison."*

Although the Rathian is the female form of a Rathalos, the queen is much stronger and more deadly than her male counterpart. Rathians are somewhat sedentary creatures, preferring to rest and relax near areas of standing water. When hunting a Rathian, look for them in areas near ponds or shallow rivers. Even if a Rathian flees the area to escape from hunters, she is soon drawn back to the same zone by the need to be near refreshing water. A Rathian charges across the ground on foot to attack hunters, or at long range it may attack by saturating an area with fireballs. When Rathians twist around, dodge roll and attempt to avoid its tail attacks. The tail inflicts poison status on hunters, so bring a plentiful supply of Antidotes along just in case accidents happen. Rathians are less likely to react to the presence of hunters, especially when approached from the side or behind. Use the opportunity to set up Lg Barrel-Bombs behind the unaware monster, and set them off with a Sm Barrel-Bomb. Lure the Rathian into Pitfall Traps, to render it incapable of attack and lower the monster's defense. Flash Bombs can stun Rathians, but the chance of success is much lower.

## NUMBER OF CARVINGS: 4 (2 PER AREA)

### EARLY GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Rathian Shell	5
Rathian Scale	30
Rathian Scale	30
Rathian Shell	25
Flame Sac	8
Rathian Spike	2

### EARLY GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Lg Monster Bone	5
Rathian Scale	30
Rathian Scale	30
Rathian Shell	25
Rathian Spike	8
Wyvern Marrow	2

### LATTER GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Rathian Scale	5
Rathian Scale	30
Rathian Shell	30
Flame Sac	25
Rathian Spike	8
Wyvern Claw	2

### LATTER GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Rathian Plate	2
Rathian Scale	30
Rathian Shell	30
Rathian Scale	20
Rathian Spike	13
Wyvern Marrow	5



# YIAN KUT-KU REFERENCE MENU MONSTER LIST No. 16



*"A bird-like wyvern with a huge beak and large ears that splay open when it is angered. With its sensitive hearing it dislikes loud noises. It is smaller but faster than other wyverns."*

## NUMBER OF CARVINGS: 3

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Kut-Ku Webbing	6
Kut-Ku Webbing	30
Kut-Ku Shell	50
Kut-Ku Scale	5
Kut-Ku Ear	8
Giant Beak	1

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Kut-Ku Ear	5
Kut-Ku Webbing	25
Kut-Ku Shell	45
Kut-Ku Ear	15
Giant Beak	8
Giant Beak	2

This goofy, pink-scaled, floppy-eared monster is the first wyvern that a hunter must conquer to prove his or her worth. The Yian Kut-Ku attacks mainly by dashing across long distances, flinging exploding fireballs to the left and right. It may also lean forward and peck at a hunter repeatedly with its beak. The ideal method of slaying an Yian Kut-Ku is to run some distance away and set up a Pitfall Trap. Stand on the trap and goad the monster into running across the net surface. The weight of the monster causes it to sink into a hole in the ground under the Pitfall Trap, preventing it from attacking and lowering its defense by half. Use this opportunity to attack the monster freely, or set up Lg Barrel-Bombs around the creature and detonate them by setting a Sm Barrel-Bomb nearby or throwing a Stone. Prevent the creature from escaping by stunning it with Flash Bombs, but mark it with a Paintball or Paint S bullet just in case. The Yian Kut-Ku shows it is becoming weaker when it tries to limp away. Double efforts to slay it, because the monster soon tries to escape. If the Yian Kut-Ku can fly back to its nest and sleep, it gradually recovers from damage. Pursue it to its cave, set up new traps and wake the monster up by attacking it again. Weapons of superior sharpness are required to penetrate the Kut-Ku's hide. The legs of the monster are incredibly well protected, so strike at the monster's head, wings and tail to inflict maximum damage with every strike.

# GYPCEROS REFERENCE MENU MONSTER LIST No. 17



*"A wyvern that can generate bright flashes of light with its prominent head crest. Its rubbery hide resists damage, and it can spit a poisonous substance. It is quite timid, however."*

## NUMBER OF CARVINGS: 3

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Poison Sac	3
Power Extract	20
Rubbery Hide	30
Rubbery Hide	32
Lightcrystal	8
Poison Sac	7

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Power Extract	25
Rubbery Hide	20
Rubbery Hide	15
Power Extract	25
Poison Sac	9
Novacrystal	6

The Gypceros attacks with gestures similar to the Yian Kut-Ku, except it spits balls of poisonous acid rather than exploding fireballs as it charges across long distances to attack. Carry a full supply of Antidotes along when venturing out to slay a Gypceros. The monster also attempts to stun hunters by emitting a bright flash from the crystal atop its head. The Gypceros must then recharge the crystal, and the recharging is indicated when the crystal and the monster's eyes begin blinking. Destroy the crystal by striking the monster on the head while the crystal is recharging, and then the Gypceros becomes unable to stun hunters any more. Goad the creature into charging into a Pitfall Trap, set up explosives around its flailing body, and set them off while the creature's defense is lowered. Gypceros are exactly as hard to kill as Yian Kut-Kus, so aim for the head, wings and tail rather than striking blandly at the well-protected legs. Unlike a Kut-Ku, Gypceros do not try to limp away when badly injured. Instead, a Gypceros feigns death. The first time a Gypceros collapses to the ground, stay away. The monster soon springs to life again, and performs its most devastating biting attack against foolish hunters that stand too close. However, this death feint is a sign that the monster is weakening, and that it may soon try to flee back to its nest for a brief restorative siesta. Be sure to mark it with a Paintball or Paint S bullet in case it manages to escape, and attack it again at the lair before it fully recovers from damage.

# VESPOID REFERENCE MENU MONSTER LIST No. 18



*"An enormous, wasp-like insectoid with a poisonous stinger that stuns prey. Easily damaged, there are rarely any usable materials left to be harvested from them once killed."*

## NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Monster Fluid	15
Vespoïd Wing	30
Vespoïd Shell	30
Vespoïd Wing	15
Vespoïd Wing	8
Monster Fluid	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Vespoïd Wing	15
Vespoïd Shell	30
Monster Fluid	30
Vespoïd Wing	15
Vespoïd Bladefin	8
Vespoïd Bladefin	2

Vespoïds are oversized wasp-like creatures that actively seek out and attack human hunters. Vespoïds attack by swooping down from the air, bumping hunters for small amounts of damage. To perform their most damaging attack, Vespoïds must hover just a foot above the ground on a hunter's level. They attempt to maneuver behind hunters and sting them with their tail. With each tail sting attack, there is a small chance of inflicting paralysis on a hunter. If paralyzed, rotate the Left Stick and press the X button repeatedly to shorten the duration of the effect. Vespoïds are easy to blast out of the air with a few shots from a Bowgun, and a successful blow with a powerful blade causes them to shatter instantly. However, shattering a Vespoïd leaves no carcass from which to carve extremely rare Vespoïd organs, which are materials used in some of the rarest armor pieces in the game. To obtain Vespoïd materials, the best method is to kill them by inflicting them with poison status. Shoot them with a Poison S bullet, or strike them with a weak attack using a poison blade. Once a Vespoïd is inflicted with poison, move away and avoid attacking it again. Stay in the area and wait until the poison effect kills the Vespoïd. Vespoïds emit a high-pitched death rattle when they die this way. Quickly carve a piece from the Vespoïd's body, before the carcass disappears.



# HORNETAUR

REFERENCE MENU MONSTER LIST No. 19



"A Vespoird-like monster with a thicker shell. Easily damaged, there are rarely any usable materials left to harvest from them once killed. But if you could sap their Health gradually..."

## NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Monster Fluid	15
Hornetaur Wing	30
Hornetaur Wing	30
Hornetaur Shell	15
Hornetaur Wing	8
Monster Fluid	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Hornetaur Wing	20
Hornetaur Shell	30
Monster Fluid	30
Hornetaur Head	10
Hornetaur Head	8
Hornet Bladefin	2

Hornetaurs are ground crawling insects that appear mainly in the overgrown Jungle Zone, where thick vegetation often camouflages their movements. Hornetaurs actively seek out hunters intruding in their territory, first by slowly crawling after them. When a Hornetaur finally reaches a hunter's standing position, it begins leaping back and forth, attacking with its body weight and biting with its strong mandibles. Hornetaurs are easily destroyed with a few powerful attacks, but their bodies tend to shatter completely under the stress of powerful impacts. When a Hornetaur shatters, nothing is left to carve. Since Hornetaur materials are extremely rare and are used to make some of the coolest-looking armors in the game, shattering the insect must be avoided. Shoot Hornetaurs with Poison S bullets or strike them with a poison blade, using weak attacks only. When a Hornetaur is successfully inflicted with poison status, move away but do not leave the area. Wait until the creature dies of poisoning, emitting a high-pitched death rattle. Then you may carve valuable parts from the Hornetaur's carcass before it erodes. Be careful when dealing with Hornetaurs because they always appear in large groups. They attempt to surround a hunter and render him or her virtually paralyzed with a constant barrage of biting attacks. Lure Hornetaurs into clearings in the jungle to better see and slay them.

# KHEZU

REFERENCE MENU MONSTER LIST No. 20



"Loathsome wyverns that live inside caves. Near blind, they detect their prey by smell. They are capable of generating electric shocks, which they use to paralyze their prey."

## NUMBER OF CARVINGS: 3

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Electro Sac	5
Flabby Hide	50
Pale Extract	20
Pale Extract	15
Electro Sac	8
Electro Sac	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Flabby Hide	20
Flabby Hide	30
Pale Extract	25
Pale Bone	10
Electro Sac	14
Pale Lips	1

No wyvern may be more sinister or more difficult to slay than the repulsive, cave-dwelling Khezu. These sloth-like monsters sometimes crawl across ceilings of caves, then drop on unsuspecting hunters, causing massive damage with the impact of their abundant body weight. When a Khezu is suspected to be nearby, angle the camera upward to view the ceiling above the hunter. When a Khezu senses a hunter at medium to long range, the creature emits a cloud of lightning from electricity that inflict damage and paralysis on contact. When a hunter attempts to attack a Khezu at close range, the creature emits a cloud of lightning from every pore that electrocutes, paralyzes and flings a hunter away. Because the monster is incredibly difficult to take on at close range, Gunners equipped with powerful Bowguns and Dragon S ammo are more likely to successfully fight the monster. Like other wyverns, Khezu can be trapped in Pitfall Traps. The only problem is that Khezu tend to dwell in wet or stony areas where the ground does not allow for Pitfall Traps to be set. Because the monster has no eyes, Flash Bombs rarely work against it. The best method for Blademasters to deal with a Khezu is to move in close and set off a Smoke Bomb, which confuses the monster's sense of smell. However, Khezu are typically smart enough to avoid smoke clouds, and usually try to walk out of the area of effect. Bring along several smoke bombs and set them off throughout the area to prevent the Khezu from finding a smoke-free spot. Be sure to mark a Khezu with paint, because they tend to flee to another area after suffering only small amounts of damage.

# PLESIOTH

REFERENCE MENU MONSTER LIST No. 21



"An enormous, flightless, aquatic wyvern with wings that have evolved into fins for swimming. Although superficially fish-like, they can move on land as well. They love frogs."

## NUMBER OF CARVINGS: 3

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Plesioth Fin	10
Plesioth Scale	20
Plesioth Scale	30
Plesioth Fin	30
Plesioth Scale	8
Sm Lobstershell	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Plesioth Fin	5
Plesioth Scale	5
Plesioth Scale	40
Plesioth Fin	30
Plesioth Fin	13
Lg Lobstershell	7

Plesioth are aquatic wyverns only found near large bodies of water. When the presence of a hunter is detected, Plesioths tend to rise out of the water and spray the coastline with powerfully damaging goutts of steaming hot water. Avoid these attacks, and throw Sonic Bombs over the water's surface to drive the creature out on to the land. When a Plesioth flops onto land, either voluntarily or when driven out, the creature flails about helplessly while its gills adapt to breathing air. Use this opportunity to attack the monster, set up Pitfall Traps or explosive barrel-bombs. Cover your trail with Smoke Bombs, or stun the creature with Flash Bombs. Slaying a Plesioth is much like dealing with any other wyvern, except that it occasionally dives back into the water. If a Plesioth swims away, into an underwater cave or the other side of a river, find a fishing point at the water's edge and use Frog bait to lure a Plesioth back into the battle. Bring along a full supply of Sonic Bombs when hunting a Plesioth, to ensure that the creature stays on dry land for long enough periods that it can be slain in the time allotted for the quest.



# CEPHALOS

REFERENCE MENU MONSTER LIST No. 22



*"Wyverns found only in the desert. They resemble a Plesioth, but live and "swim" in sand rather than water. They seldom appear above land, but when their hearing is disturbed..."*

## NUMBER OF CARVINGS: 1

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Piscine Fang	15
Piscine Liver	30
Piscine Liver	30
Cephalos Scale	15
Cephalos Scale	8
Cephalos Fin	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Cephalos Fin	15
Piscine Liver	30
Piscine Liver	30
Cephalos Scale	15
Cephalos Scale	8
Piscine Fang	2

Cephalos are small, shark-like wyverns encountered only in the sandy regions of the Desert Zone. They burrow through loose dust so quickly as to appear to "swim" through sand. Cephalos travel only in "schools", appearing in groups of three or more. The first sign of their presence is the appearance of their fins, sliding swiftly across the sandy surface. To slay a Cephalos, one must drive them to the surface somehow. Sometimes Cephalos pause momentarily while circling the sandy areas of the desert. If they will not pause, attempt to strike their fins as they pass. Once a Cephalos pauses in the sand, toss a Sonic Bomb to drive them to the surface. For the first few seconds after a Cephalos surfaces, it fails defenselessly on the sand. Use the opportunity to inflict a few free hits, or to set up Lg Barrel-Bombs and detonate them with Sm Barrel-Bombs. Tossing Flash Bombs when the creature looks in your direction can stun Cephalos and make them easier to attack. Since Pitfall Traps do not work in the sandy areas of the desert, there really is no other means of immobilizing a Cephalos. At close range, the Cephalos attempts to swat away hunters by slapping them with its tail. The creature always rotates in a clockwise direction to perform this attack, so dodge roll to the left to avoid this attack every time. If the Cephalos manages to knock away a hunter, it usually follows up by spitting a harmful sandblast at the hunter. Roll to the side to avoid this attack, and then dodge roll toward the Cephalos to counterattack. Try to avoid taking too much damage or using medicines, because a Cephalos uses the opportunity to escape and dive back under the sand. If Sonic Bombs run out during a mission to slay Cephalos, then all you can do is strike their fins as they pass, hoping to eventually slay one. When a Cephalos' fin is struck, it sometimes causes the creature to turn and counterattack. The monster leaps out of the ground and bobs on the surface for a second, and then leaps into the air and emits a sandblast at the last known position of the hunter. After the creature fires this blast, run toward the creature and strike its fin as hard as possible. Cephalos body parts are used as materials in forging some very sleek-looking armor, so happy sand shark hunting if this is the look you desire!

# CEPHADROME

REFERENCE MENU MONSTER LIST No. 23



*"The alpha monster form of the Cephalos. Larger and armored with black scales, they fit the appearance of a leader perfectly. Their fins hold a paralyzing toxin."*

## NUMBER OF CARVINGS: 3

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Piscine Liver	15
Cephalos Scale	30
Cephalos Fin	30
Piscine Fang	15
Cephalos Scale	8
Cephalos Fin	2

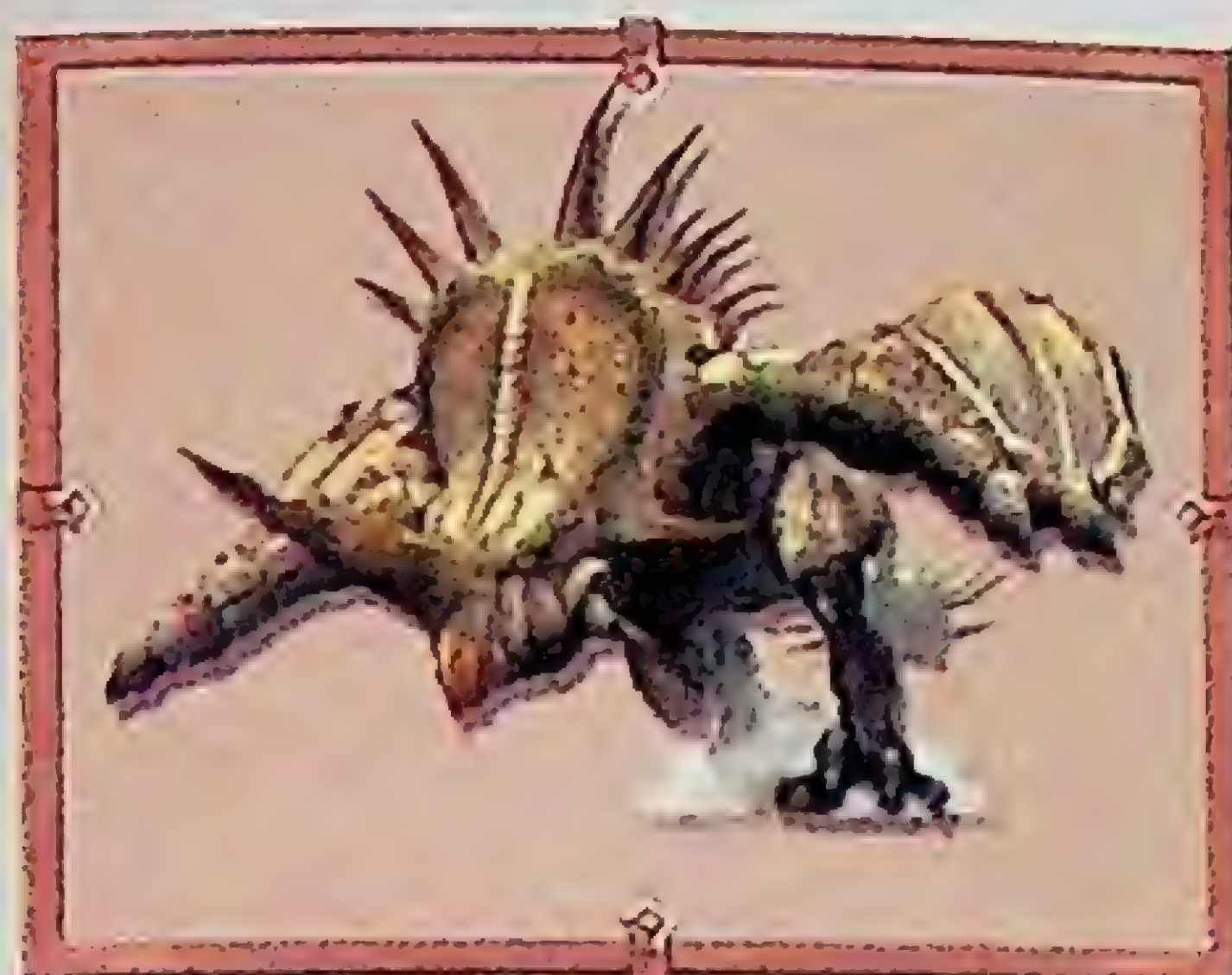
LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Cephalos Scale	15
Cephalos Scale	30
Cephalos Fin	30
Cephalos Fin	15
Piscine Liver	8
Piscine Fang	2

The Cephadrome has a larger and darker colored fin than other Cephalos, so it is easy to pick out among the fins swimming through the sandy regions of the Desert Zone. Cephadromes can be driven to the surface by striking their fins or by tossing a Sonic Bomb over their location. Fighting these monsters is exactly like taking on a Cephalos, only larger with stronger attacks and greater Health points. Because of its greater strength, a Cephadrome may escape death several times and dive under the surface. Mark a Cephadrome with paint, since it may flee to other regions of the desert if its Health is reduced enough. To reduce a Cephadrome's chance of escape, set up and detonate explosive traps each time the monster is successfully driven to the surface. During Hunting Quests that require a Cephadrome to be slain, be sure to bring along plenty of extra Sonic Bombs, Cool Drinks, Sm Barrel-Bombs, Lg Barrel-Bombs, Large Barrels and Gunpowder so that plenty of explosive traps can be set up to help defeat the monster more quickly.



# MONOBLOS

REFERENCE MENU MONSTER LIST No. 24



*"A large-horned wyvern found in desert zones. Their giant horn makes their attacks very dangerous. While they have no breath attack, their ear-splitting roar is the bane of hunters."*

Because of the enormous width of the Monoblos, the creature is too large to fall into Pitfall Traps. Against this desert wyvern, completely different tactics must be employed. When the creature burrows under the sand, the only visible sign of its location is the small puff of air it emits from its blowhole. Toss a Sonic Bomb at this location to drive the Monoblos to the surface. While the creature writhes in agony under the bomb's effect, set up Lg Barrel-Bombs around the creature and detonate them with a Sm Barrel Bomb. After this, the creature should begin charging at the hunter. Since the Monoblos can control its direction during a charge, dodge rolls are ineffective at helping a hunter escape. Hold **□** and sprint out of the monster's path. When the Monoblos indicates that it is about to charge, stand near a canyon wall and allow the monster to charge. Sprint out of the path at the last second. When the monster collides with a canyon wall, its long horn sometimes pierces the rock and the creature becomes stuck. The defense of the creature decreases tremendously while it panics and attempts to wrench its horn free. Strike at the weak wings and tail of the monster while it flails, or set up and detonate more explosives. Monoblos travel from area to area regardless of damage sustained, so mark it with paint as soon as possible. Avoid pursuing the Monoblos into Areas 3 and 7 of the Desert Zone, because in these areas Cephalos constantly interfere and the chances of the Monoblos' horn becoming stuck in a canyon wall are severely limited. The Monoblos appears only in the single player offline game, and it is the "boss" of a quest that appears only after all other quests are cleared.

## NUMBER OF CARVINGS: 4 (2 PER AREA)

### EARLY GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Monoblos Spine	40
Monoblos Shell	39
Blos Fang	20
Monoblos Heart	1

### LATTER GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Monoblos Spine	40
Monoblos Shell	39
Blos Fang	20
Monoblos Heart	1

### EARLY GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Monoblos Shell	15
Monoblos Shell	30
Monoblos Shell	30
Lg Monster Bone	15
Lg Monster Bone	5
Monoblos Shell	5

### LATTER GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Monoblos Shell	15
Monoblos Shell	30
Monoblos Shell	30
Lg Monster Bone	15
Lg Monster Bone	5
Monoblos Shell	5

# DIABLOS

REFERENCE MENU MONSTER LIST No. 25



*"A two-horned wyvern found in desert zones. They are capable of burrowing into sand to attack prey from below. It has been confirmed that they have a subspecies called Monoblos."*

The Diablos is similar to the Monoblos described above in terms of travel, burrowing habits and attack patterns. The main difference is that the creature is much wider than a Monoblos, making avoidance of its charge attacks all the more difficult. With two horns atop its head, the creature inflicts double the amount of damage to hunters that are too slow to get out of the path in time. Use the same strategies described for the Monoblos, adjusting the timing of emergency escape sprints to compensate for the increased size of the wyvern.

## NUMBER OF CARVINGS: 4 (2 PER AREA)

### EARLY GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Blos Fang	5
Diablos Shell	30
Diablos Shell	30
Diablos Shell	10
Blos Fang	18
Blos Fang	7

### LATTER GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Blos Fang	15
Diablos Shell	30
Diablos Spine	30
Diablos Spine	15
Diablos Shell	8
Diablos Shell	2

### EARLY GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Diablos Shell	15
Diablos Tail	30
Diablos Shell	30
Diablos Shell	15
Diablos Shell	8
Diablos Shell	2

### LATTER GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Diablos Shell	15
Diablos Tail	30
Diablos Tail	30
Diablos Shell	15
Diablos Shell	8
Diablos Shell	2



# GRAVIOS

REFERENCE MENU MONSTER LIST No. 26



"A large wyvern found in volcanic zones. They possess a fiery breath-attack and the ability to emit a sleeping gas. They also have extremely hard scales that deflect most weapon attacks."

NUMBER OF CARVINGS: 4 (2 PER AREA)

## EARLY GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Gravios Shell	70
Gravios Shell	5
Sleep Sac	5
Sleep Sac	10
Flame Sac	8
Flame Sac	2

## EARLY GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Gravios Shell	5
Gravios Shell	50
Lg Monster Bone	20
Gravios Shell	15
Gravios Shell	8
Gravios Shell	2

## LATTER GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Flame Sac	9
Gravios Carapace	45
Gravios Shell	20
Sleep Sac	20
Gravios Head	4
Gravios Wing	2

## LATTER GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Gravios Shell	5
Gravios Shell	30
Gravios Carapace	50
Gravios Carapace	5
Gravios Carapace	8
Firestone	2

The GraviOS is a fearsome dragon dwelling mainly in the hot and acrid Volcanic Zone. Like Rathians, a GraviOS is likely to ignore the presence of hunters until it is outright attacked. Use this ignorance to your advantage, and set up a few Lg Barrel-Bombs behind the unwary creature to catch it off-guard. The main strategy for a single player against a GraviOS is to bait the monster into charging across a long distance, into a Pitfall Trap. While attempting to elicit a charge attack, be careful to dodge the monster's overwhelmingly damaging beam breath assaults. Because Pitfall Traps do not work in some areas of the Volcanic Zone, hunters must choose the battleground wisely. If the creature is successfully incapacitated in a pit, move behind the monster to set up explosives or attack. Because GraviOS scales are so incredibly difficult to penetrate with any type of weapon, the tail is the only spot on the creature where Blademasters can possibly hope to cause damage. Therefore, attacking a GraviOS without the aid of a Pitfall Trap becomes a dodge-rolling affair. A player must become extremely skilled at dodge rolling two or more times around the massive creature to reach the tail section, for a single chance to attack once in a tiny window of opportunity. For this reason, GraviOS wyverns are much easier to take on with the help of other players in online multiplayer. Working as a group, one hunter can draw the GraviOS' attention by blowing a Flute while the others approach and attack the monster from behind. Gunners may have a much easier time defeating a GraviOS, since Crag S, Pierce S and Dragon S bullets can penetrate the thick cranial covering to cause minor damage to the monster's head. While attempting to fight the monster at close range, back away if the creature starts to roar and shudder. The monster soon emits a cloud of gas that puts nearby hunters to sleep. The creature then uses breath or charge attacks to slay a dozing hunter. Try to immobilize the GraviOS in one Pitfall Trap after another, using plenty of explosives to weaken it up for the kill.

# BASARIOS

REFERENCE MENU MONSTER LIST No. 27



"A large wyvern found in volcanic zones. They are the juvenile form of the GraviOS. They have a steel-like carapace that requires powerful weapons to crack. Emits poison gas."

NUMBER OF CARVINGS: 4 (2 PER AREA)

## EARLY GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Poison Sac	15
Machalite Ore	30
Basarios Shell	30
Machalite Ore	15
Lg Monster Bone	8
Basarios Shell	2

## EARLY GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Basarios Shell	15
Machalite Ore	30
Basarios Shell	30
Machalite Ore	15
Machalite Ore	8
Machalite Ore	2

## LATTER GAME CARVE ITEMS (BODY)

ITEM	CHANCE(%)
Poison Sac	15
Dragonite Ore	30
Basarios Shell	30
Basarios Wing	15
Lg Monster Bone	8
Dragonite Ore	2

## LATTER GAME CARVE ITEMS (TAIL)

ITEM	CHANCE(%)
Machalite Ore	15
Machalite Ore	30
Basarios Shell	30
Dragonite Ore	15
Dragonite Ore	8
Dragonite Ore	2

Hunting a Basarios is a difficult task, simply because the monster is initially pretty tricky to locate. Basarios burrow into the ground, allowing only the scales on their backs to appear above the surface. The backside of a Basarios looks like just another rocky obstacle typical of the Volcanic Zone. However, hunters that approach too closely are sorely surprised when the monster bursts out of the ground and attacks. Use a Psychoserum purchasable from the online marketplace to locate a Basarios, and use a Sonic Bomb to drive it out of the ground and into frenzy. While the creature flails in agony, use the opportunity to set up Lg Barrel-Bombs near its weak tail section and detonate them. The Basarios uses its breath attack less frequently than its sibling, the GraviOS. This smaller size creature prefers instead to damage hunters in endless rushing attacks. Set up Pitfall Traps to immobilize the Basarios, and attack its tail section. The rest of the monster's body is covered with such thick, impenetrable scales that deflect most blade attacks. The tail section is the only place where Blademasters can hope to cause any damage, and where Gunners can maximize the power of each bullet fired. When out of Pitfall Traps, wait for the monster to charge and then sprint out of the path. If a Basarios crashes into a wall, the creature requires a moment to shake off the blow and recover. Attack the exposed tail section a few times, then retreat and wait for the monster to turn and charge again. Stay sharp, in case the monster decides to use a rare breath attack instead. Also, while attacking the monster's rear section, back away if the Basarios begins to roar and shudder. The creature emits a poisonous cloud that infects all hunters that come in close range. Whenever a quest calls for the death of a Basarios, be sure to bring plenty of Antidotes as well as explosives, traps and Mega Potions. Because Basarios monsters like to masquerade as rock outcroppings, they typically appear in the fields of the Volcanic Zone where explosive powder rocks are located. Move behind the powder rocks and goad the Basarios into charging head long into an explosion, to reduce the amount of fighting required.



# KIRIN

REFERENCE MENU MONSTER LIST No. 28



*The Kirin is said to glow a faint blue, but so few have seen it that details are scarce. It is apparently capable of calling forth lightning at will. Kirin material is very valuable."*

NUMBER OF CARVINGS: 3

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Lightcrystal	15
Kirin Mane	30
Kirin Horn	20
Kirin Hide	8
Kirin Hide	2

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Novacrystal	10
Kirin Mane	25
Kirin Horn	35
Kirin Hide	8
Kirin Hide	7

A mythical creature rarely seen in the hunting regions, Kirin appears only during special online Event Quests. A Kirin is an extremely difficult monster to slay, due to its swift movement and rushing speed. When the creature rears back, it is capable of surrounding itself in a field of lightning. Back away from Kirin's lightning attacks to avoid damage and possible paralysis. The only way to take on a Kirin is with the help of other players, by baiting the monster into Pitfall Traps. Because of the high aggressiveness and incredible damaging power of all Kirin's attacks, hunters must be skilled enough to avoid all hits. Even expert hunters with Thunder-resist-Poison S are best to use against the monster. Once the creature is inflicted with poison, it continues receiving damage while hunters avoid subsequent counterattacks. Otherwise, if you happen to survive a Kirin attack, have a plentiful supply of Mega Potions and Lifepowders on hand to recover with. Good luck, brave hunter!

# LAO-SHAN LUNG

REFERENCE MENU MONSTER LIST No. 29



*"A giant dragon few have seen and lived to tell the tale. When on the rampage it wreaks havoc on all in its path. The guild has built a fortress to repel the beast, but will it hold?"*

NUMBER OF CARVINGS: 3-6

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Lao-Shan's Scale	50
Lao-Shan's Shell	45
Lao-Shan's Claw	5

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Lao-Shan's Scale	25
Lao-Shan's Shell	35
Lao-Shan's Spine	20
Lao-Shan's Claw	18
Lao-Shan's Plate	2

The massive, city-block long Lao-Shan Lung is a monster that appears solely in Urgent Quests. Hunters wishing to proceed to Quest Level 4 in online mode must prevent Lao-Shan Lung from destroying the front gates of the fort. The creature's weak spot is its back or the spine of the monster. Therefore, climb the ladders to the high areas along the monster's path of destruction and fire Bowguns at the monster's back to weaken it. Blademasters are quite useless until the enormous dragon finally reaches the fort's front gates. Procure Cannon S and Ballista S from the supply room at the center of the fort and head to the front gate area. Use the cannons and ballistas to assault the monster. Finally, when Lao-Shan Lung approaches the gates, fire the spear cannon in the hopes of piercing the monster to its heart. Repelling Lao-Shan Lung is one thing, but slaying it is another matter entirely. Once the creature turns around and flees, the group must pursue it back to the starting point, inflicting enough damage to topple the monster. Lao-Shan Lung can be carved at various places, such as the head, wings, tail and body.

# FATALIS

REFERENCE MENU MONSTER LIST No. 30



*"A legendary black dragon said to have prowled these lands from the days of old. Many skilled hunters have sought to challenge it, but none ever return. A monster shrouded in mystery..."*

NUMBER OF CARVINGS: ???

EARLY GAME CARVE ITEMS	
ITEM	CHANCE(%)
Fatalis' Scale	45
Fatalis' Shell	45
Fatalis' Horn	10

LATTER GAME CARVE ITEMS	
ITEM	CHANCE(%)
Fatalis' Scale	45
Fatalis' Shell	45
Fatalis' Horn	10

Fatalis is the evil black dragon that assaults Castle Schrader in the final Urgent Quests in online mode. Depending on the quest, the money spent on the contract is used to repair various areas of the castle, enabling more machinery to use in repelling the monster. Fatalis must be attacked by a group of highly organized hunters. One hunter carrying plenty of Flutes must act as the "bait" running around the wide open courtyards making Fatalis follow him or her until the creature falls in range of the cannons and ballistas positioned along the castle walls. The "bait" hunter must lure Fatalis under the castle gate, which automatically slams shut on the dragon. If Fatalis flies out of sight range, it moves to the other courtyard, where more cannons and ballistas can be used to attack the monster, as well as the one-shot spear cannon. The "bait" must lure Fatalis toward the spear cannon, while another hunter climbs to the platform above the device and fires the spear into Fatalis at just the right moment. Repelling the black dragon within fifteen short minutes is difficult enough, but slaying the monster takes quite a bit more skill. Enjoy your funeral...



# MAPS

This chapter contains reproductions of all the maps, exactly as seen in game. All maps are divided into Areas, both in the game and in this guide. In each Area, all points where items can be found have been numbered on the maps. Compare the guidebook map to the in-game map, move to that approximate location and search to find the items listed in the map key tables.

## FISHING POINTS

Points where bait items can be used to catch fish are marked on the maps with a fish icon. Fish are not caught randomly. The fish that takes the bait is actually the one that gets reeled in, and it can be seen underwater in some spots. If the fish moving toward the lure is not the one desired, retract the bait.

The chance of a fish appearing at a certain location each time a hunter enters the area is listed below. "Early Game" refers to Quest Levels 1 – 2 in the single player offline game and Quest Levels 1 – 3 in the multiplayer online game. "Later Game" refers to Quest Levels 3 – 5 in the offline game and Quest Levels 4 – 6 in the online game.

EARLY GAME FISH APPEARANCES											
Region	Area	Knife Mackerel	Sushifish	Pin Tuna	Rumblefish	Goldenfish	Sleepyfish	Burst Arrowana	Bomb Arrowana	Scatterfish	Speartuna
Forest and Hills	Camp	38%	None	22%	5%	2%	33%	None	None	None	None
	Area 11	17%	40%	10%	13%	None	15%	5%	None	None	None
Jungle Zone	Area 3	19%	10%	15%	26%	None	30%	None	None	None	None
	Area 7	20%	16%	9%	20%	5%	30%	None	None	None	None
	Area 9	None	25%	28%	10%	None	None	32%	5%	None	None
	Area 10	21%	None	38%	None	None	None	26%	15%	None	None
Desert Zone	Area 9	30%	None	16%	10%	None	23%	None	21%	None	None
	Area 4	35%	20%	40%	5%	None	None	None	None	None	None
	Area 5	23%	19%	None	32%	None	None	None	26%	None	None
Swamp Zone	Camp	22%	None	21%	12%	None	25%	20%	None	None	None
	Area 7	22%	None	14%	None	8%	30%	None	None	15%	None
Volcanic Zone	Camp	27%	None	10%	16%	2%	21%	24%	None	None	None
	Area 4	25%	None	None	9%	None	None	18%	15%	33%	None

LATER GAME FISH APPEARANCES											
Region	Area	Knife Mackerel	Sushifish	Pin Tuna	Rumblefish	Goldenfish	Sleepyfish	Burst Arrowana	Bomb Arrowana	Scatterfish	Speartuna
Forest and Hills	Camp	31%	None	25%	9%	5%	28%	None	None	None	2%
	Area 11	15%	22%	15%	15%	None	23%	10%	None	None	None
Jungle Zone	Area 3	12%	None	20%	28%	None	40%	None	None	None	None
	Area 7	5%	17%	None	33%	8%	37%	None	None	None	None
	Area 9	None	15%	30%	None	None	None	38%	15%	None	2%
	Area 10	10%	None	40%	None	None	None	29%	19%	None	2%
Desert Zone	Area 9	None	None	28%	17%	None	29%	None	26%	None	None
	Area 4	18%	None	24%	50%	8%	None	None	None	None	None
	Area 5	None	13%	19%	39%	None	None	None	31%	None	2%
Swamp Zone	Camp	None	None	25%	24%	None	34%	17%	None	None	None
	Area 7	None	None	26%	None	12%	36%	None	None	24%	2%
Volcanic Zone	Camp	None	None	14%	25%	5%	29%	27%	None	None	None
	Area 4	None	None	18%	None	None	None	20%	24%	36%	2%

## MAP KEYS DATA

### AREA

The Area of the region where the items are found. All areas are copied directly from the in-game maps.

### LOCATION

The item location within an Area, marked on the maps with smaller numbers.




## QUEST

"Early" quest items are available in Quest Levels 1 – 2 in single player offline mode, and Quest Levels 1 – 3 in multiplayer online mode. "Late" quest items are available in Quest Levels 3 – 5 in offline mode, and in Quest Levels 4 – 6 in online mode. "Tutorial" items only appear during tutorial quests where certain items must be found in Areas 1 – 3 of the Forest and Hills zone. "SpMush" quest items only appear during Gathering Quests where large quantities of Special Mushrooms must be delivered. "Mining" quest items only appear when the mission object is to mine certain quantities of Coal. "Egg" items only appear during quests requiring hunters to carry heavy, oversized eggs or crystals back to the campsite without dropping the object.

## MAX QTY.

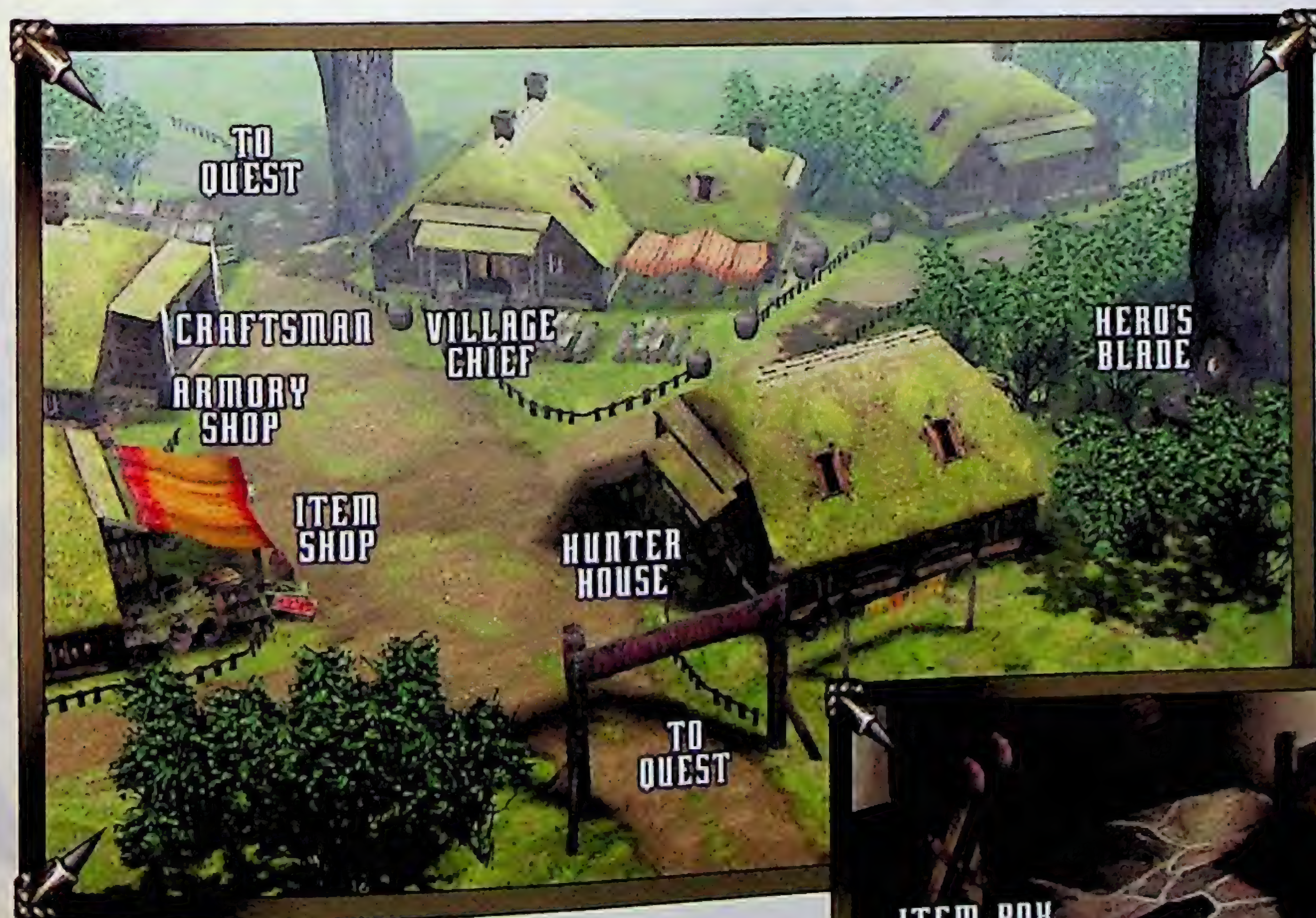
The maximum number of items available to find in the listed location. The actual number found can be anywhere from 1 to the number listed. For instance, in Area 1 of the Forest and Hills zone, searching the item location marked 1 on the map may yield anywhere between one and three items, of either type listed in the column to the right in the tables.

## ITEM

The possible items that can be found in the search location. Most items are found via the searching action (press ). If the item is an ore, an Old Pickaxe, Iron Pickaxe or Mega Pickaxe are required to mine the item. If the item is an insect, an Old Bugnet, Bugnet or Mega Bugnet are required for capture.

## CHANCE

The chance of finding the item listed to the left in the table by searching an item location in an area. Items with a lower probability chance appear more rarely.

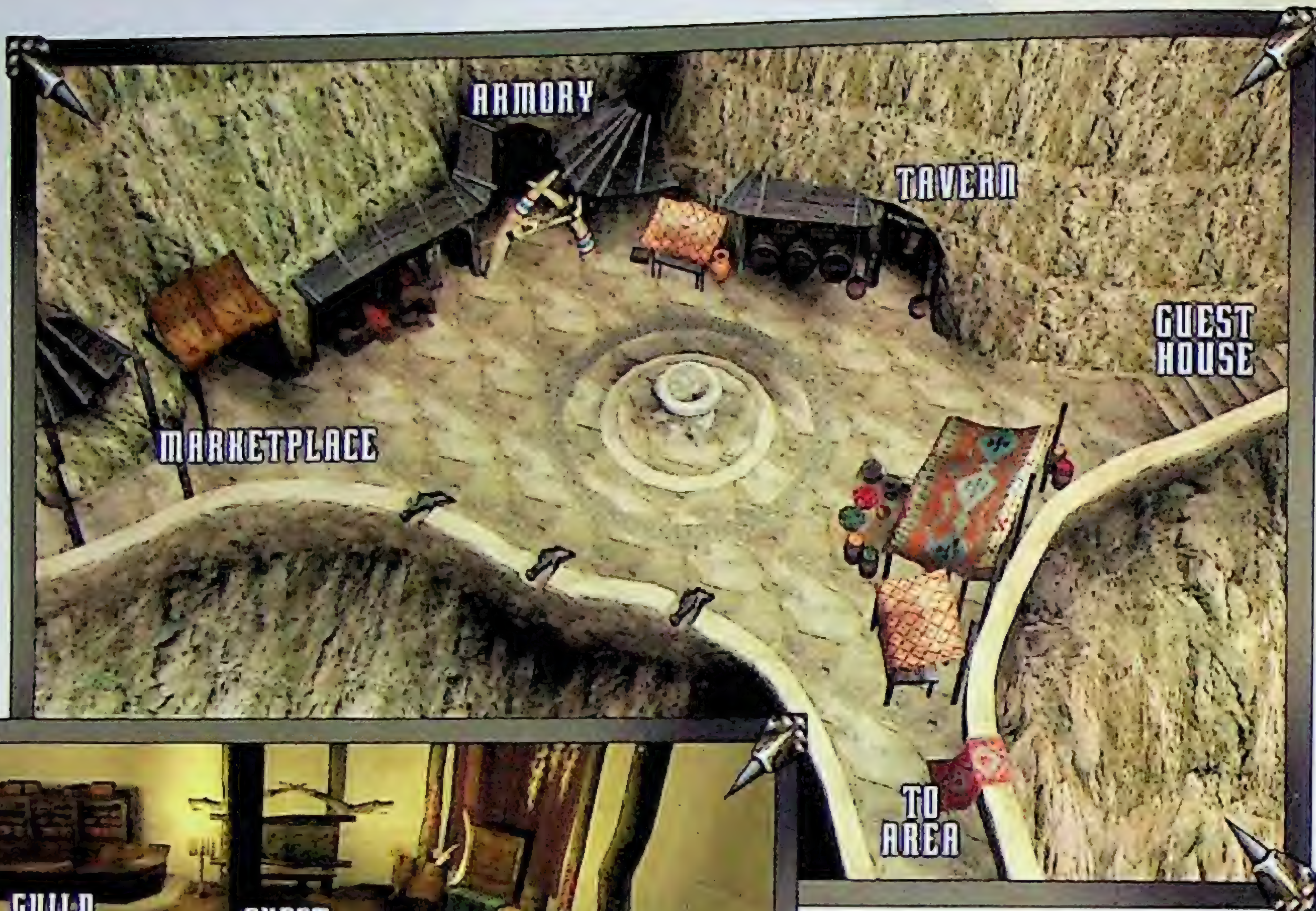


## VILLAGE

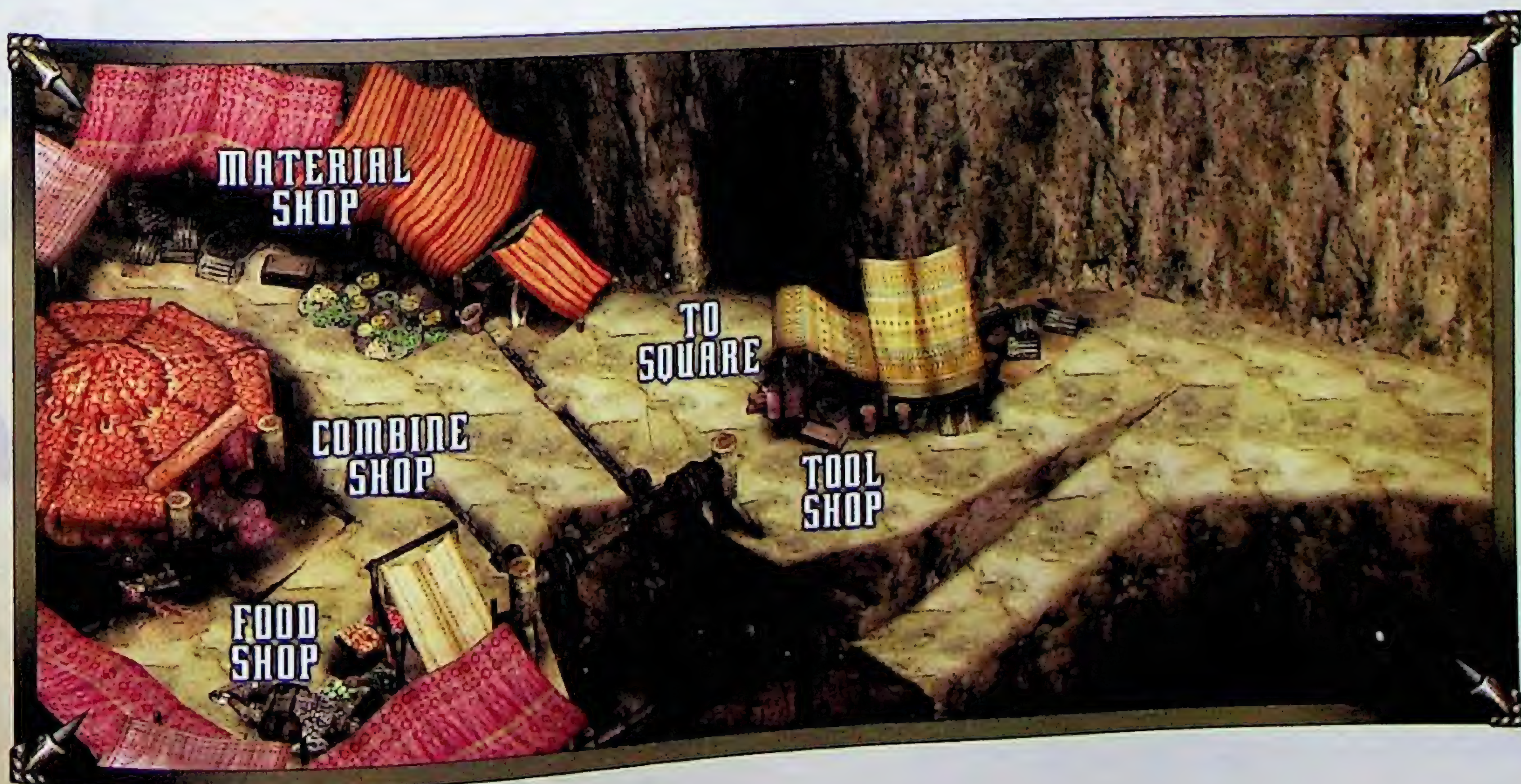




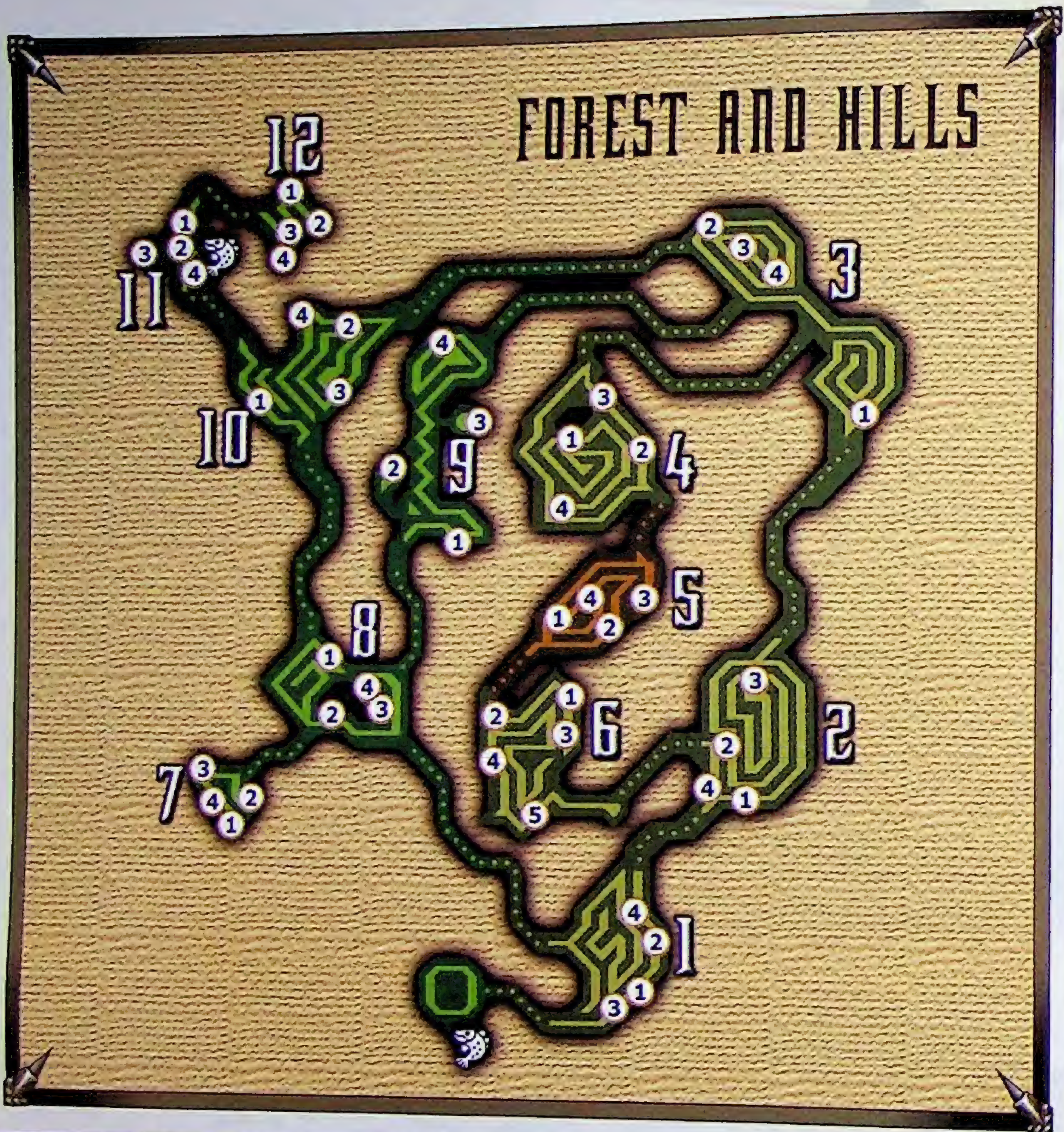
# TOWN











# AREA 1

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Needleberry	75%
			Huskberry	25%
	Late	3	Needleberry	75%
2	Early	5	Huskberry	25%
			Cricket	40%
			Flashbug	10%
			Bitterbug	30%
			Insect Husk	18%
	Late	5	Thunderbug	2%
			Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
3	Early	3	Dung	90%
			Kut-Ku Scale	10%
	Late	3	Dung	90%
4	Early	4	Kut-Ku Scale	10%
			Huskberry	80%
	Late	4	Scatternut	20%
			Huskberry	80%

# AREA 2

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Herb	100%
	Late	4	Herb	100%
2	Early	3	Ivy	80%
			Nothing Found	20%
	Late	3	Ivy	80%
3	Early	4	Nothing Found	20%
			Huskberry	75%
	Late	4	Needleberry	25%
			Huskberry	75%
4	Early	4	Needleberry	25%
			Paintberry	75%
	Late	4	Kut-Ku Scale	25%
			Paintberry	75%

# AREA 3

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	6	Huskberry	90%
			Nothing	10%
	Late	6	Huskberry	90%
2	Early	4	Nothing	10%
			Nitroshroom	80%
			Special Mushroom	20%
	Late	4	Nitroshroom	5%
			Stunshroom	75%
3	Tutorial	10	Special Mushroom	20%
			Blue Mushroom	100%
	Early	5	Huskberry	80%
			Insect Husk	20%
4	Late	5	Huskberry	80%
			Insect Husk	20%
	Early	8	Herb	75%
			Needleberry	25%
	Late	8	Herb	75%
			Needleberry	25%
	SpMush	3	Special Mushroom	95%
Tutorial	3		Nothing	5%
			Herb	100%



# AREA 4

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Paintberry	75%
	Late	5	Huskberry	25%
2	Early	4	Needleberry	80%
	Late	4	Huskberry	20%
3	Early	6	Herb	95%
	Late	6	Nothing	5%
4	Early	3	Scatternut	65%
	Late	3	Blue Mushroom	35%

# AREA 7

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	6	Herb	95%
	Late	6	Nothing	5%
2	Early	4	Felvine	85%
	Late	4	Nothing	15%
3	Early	3	Honey	65%
	Late	3	Insect Husk	35%
4	Early	4	Special Mushroom	75%
	Late	4	Nitroshroom	25%

# AREA 10

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Sleep Herb	95%
	Late	3	Power Seed	5%
2	Early	4	Antidote Herb	85%
	Late	4	Nothing	15%
3	Early	5	Paintberry	100%
	Late	5	Paintberry	100%
4	Early	3	Special Mushroom	35%
	Late	3	Blue Mushroom	65%

# AREA 5

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Dung	90%
	Late	3	Kut-Ku Scale	10%
2	Early	5	Sm Bone Husk	35%
	Late	5	Mystery Bone	35%
3	Early	8	Whetstone	32%
	Late	8	Iron Ore	40%
4	Early	3	Mystery Bone	74%
	Late	3	Kut-Ku Scale	18%

# AREA 8

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Spiderweb	75%
	Late	3	Insect Husk	25%
2	Early	4	Ivy	65%
	Late	4	Insect Husk	35%
3	Early	8	Herb	95%
	Late	8	Nothing	5%
4	Early	4	Scatternut	35%
	Late	4	Blue Mushroom	65%

# AREA 11

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	∞	Worm	100%
	Late	∞	Worm	100%
2	Early	3	Stone	75%
	Late	3	Whetstone	25%
3	Early	8	Stone	35%
	Late	8	Disk Stone	30%
4	Early	4	Cricket	75%
	Late	4	Frog	25%

# AREA 6

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Spiderweb	75%
	Late	3	Insect Husk	25%
2	Early	8	Stone	35%
	Late	8	Disk Stone	30%
3	Early	3	Ivy	80%
	Late	3	Nothing	20%
4	Early	4	Herb	75%
	Late	4	Sap Plant	25%
5	Early	4	Special Mushroom	95%
	Late	4	Nothing	5%

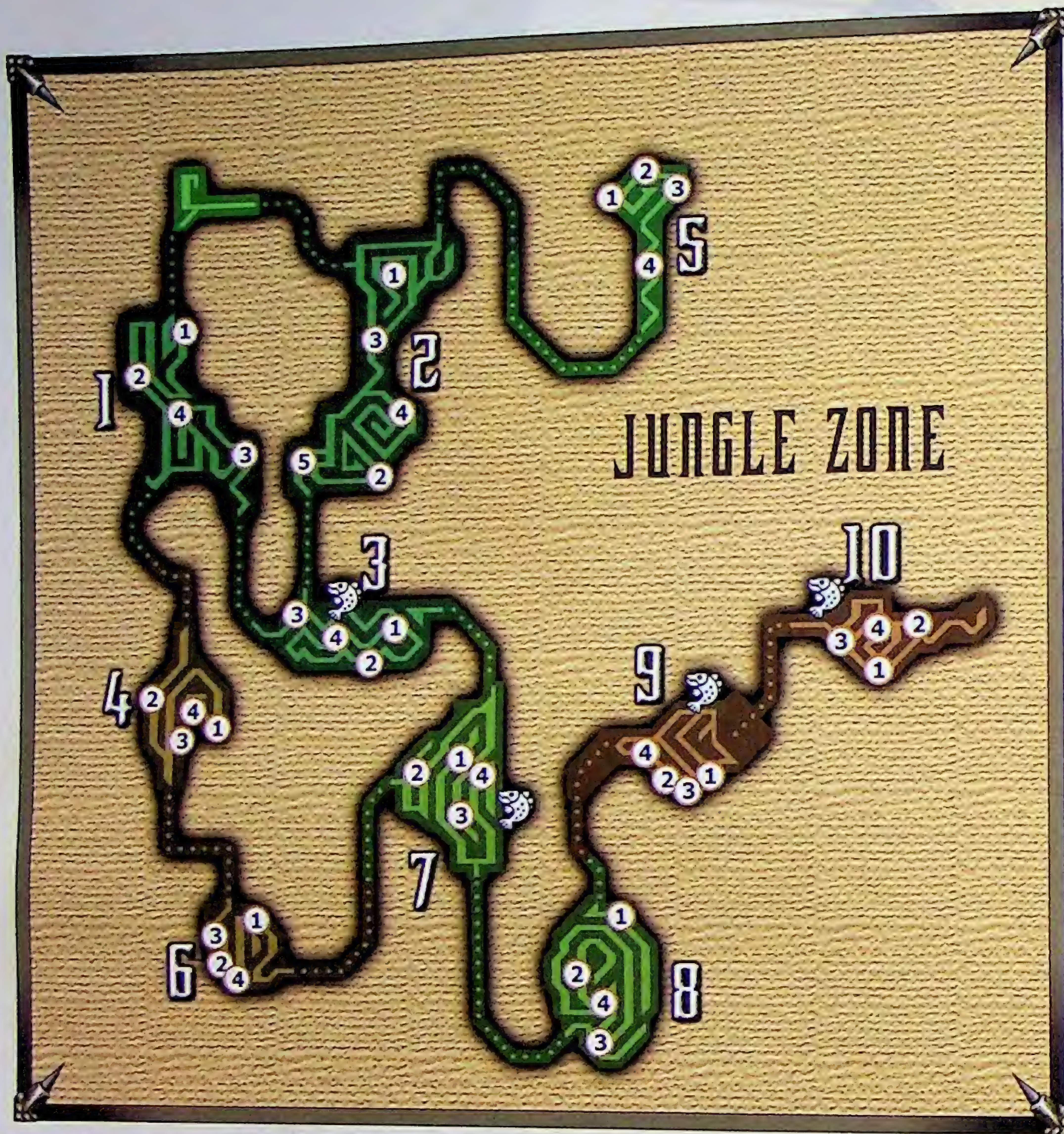
# AREA 9

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Herb	80%
	Late	5	Sleep Herb	20%
2	Early	3	Honey	65%
	Late	3	Nothing	35%
3	Early	5	Firefly	40%
	Late	5	Flashbug	25%
4	Early	4	Special Mushroom	75%
	Late	4	Kut-Ku Scale	25%

# AREA 12

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Spiderweb	85%
	Late	3	Insect Husk	15%
2	Early	5	Cricket	40%
	Late	5	Flashbug	10%
3	Early	4	Large Barrel	62%
	Late	4	Mystery Bone	30%
4	Early	5	Small Barrel	65%
	Late	5	Nothing	35%





**AREA 1**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
			Nothing	10%
2	Early	3	Scatternut	80%
			Nothing	20%
	Late	3	Scatternut	80%
			Nothing	20%
3	Early	3	Paintberry	100%
	Late	3	Paintberry	100%
4	Early	8	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
			Insect Husk	18%
			Firefly	15%
			Thunderbug	30%
	Late	8	Godbug	45%
			Insect Husk	10%

**AREA 2**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Ivy	80%
			Nothing	20%
	Late	3	Ivy	80%
			Nothing	20%
2	Early	3	Blue Mushroom	75%
			Special Mushroom	25%
	Late	3	Dragon Toadstool	75%
			Special Mushroom	25%
3	Early	3	Honey	95%
			Nothing	5%
	Late	3	Honey	95%
			Nothing	5%
4	Early	8	Cricket	40%
			Flashbug	10%
			Bitterbug	30%
			Insect Husk	18%
			Thunderbug	2%
			Firefly	40%
			Flashbug	25%
	Late	5	Godbug	10%
			Thunderbug	7%
			Insect Husk	18%
5	SpMush	6	Special Mushroom	95%
			Nothing	5%

**AREA 3**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Huskberry	90%
			Nothing	10%
	Late	3	Huskberry	90%
			Nothing	10%
2	Early	5	Felvine	95%
			Nothing	5%
	Late	5	Felvine	95%
			Nothing	5%
3	Early	8	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
			Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
			Earth Crystal	32%
	Late	8	Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
4	Mining	4	Iron Ore	5%
			Earth Crystal	10%
			Special Mushroom	75%
			Stunshroom	25%
			Special Mushroom	75%
			Stunshroom	25%
			Special Mushroom	95%
	SpMush	6	Special Mushroom	95%
			Nothing	5%



# AREA 4

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
	Late	6	Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Mining	6	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Earth Crystal	10%
2	Early	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
	Late	6	Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Mining	3	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Earth Crystal	10%
3	Early	4	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
	Late	4	Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Mining	4	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Earth Crystal	10%
4	Early	4	Frog	75%
			Worm	25%
	Late	4	Frog	75%
			Worm	25%

# AREA 5

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Herb	80%
			Sleep Herb	20%
	Late	4	Herb	80%
			Sleep Herb	20%
2	Early	3	Sap Plant	80%
			Nothing	20%
	Late	3	Sap Plant	80%
			Nothing	20%
3	Early	3	Sap Plant	95%
			Nothing	5%
	Late	3	Sap Plant	95%
			Nothing	5%
4	Early	8	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
			Insect Husk	18%
			Firefly	15%
			Thunderbug	30%
			Godbug	45%
	Late	8	Insect Husk	10%
			Insect Husk	10%

# AREA 6

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Dung	90%
			Kut-Ku Scale	10%
	Late	3	Dung	90%
2	Early	5	Kut-Ku Scale	10%
			Sm Bone Husk	35%
			Mystery Bone	35%
	Late	5	Bone	15%
			Nothing	15%
			Sm Bone Husk	35%
	Egg	∞	Mystery Bone	35%
			Bone	15%
			Nothing	15%
			Wyvern Egg	100%
3	Early	3	Spiderweb	75%
			Insect Husk	25%
	Late	3	Spiderweb	75%
			Insect Husk	25%
4	Early	4	Kut-Ku Scale	75%
			Nothing	25%
	Late	4	Kut-Ku Scale	75%
			Nothing	25%

# AREA 7

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Sap Plant	75%
			Insect Husk	25%
	Late	3	Sap Plant	75%
			Insect Husk	25%
2	Early	3	Ivy	80%
			Nothing	20%
	Late	3	Ivy	80%
			Nothing	20%
3	Early	4	Herb	75%
			Insect Husk	25%
	Late	4	Herb	75%
			Insect Husk	25%
4	Early	3	Antidote Herb	85%
			Nothing	15%
	Late	3	Antidote Herb	85%
			Nothing	15%

# AREA 8

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Special Mushroom	75%
			Blue Mushroom	25%
	Late	4	Special Mushroom	75%
			Blue Mushroom	25%
2	Early	4	Sleep Herb	80%
			Nothing	20%
	Late	4	Sleep Herb	80%
			Nothing	20%
3	Early	3	Herb	95%
			Nothing	10%
	Late	3	Herb	95%
			Nothing	10%
4	Early	4	Worm	75%
			Frog	25%
	Late	4	Worm	75%
			Frog	25%

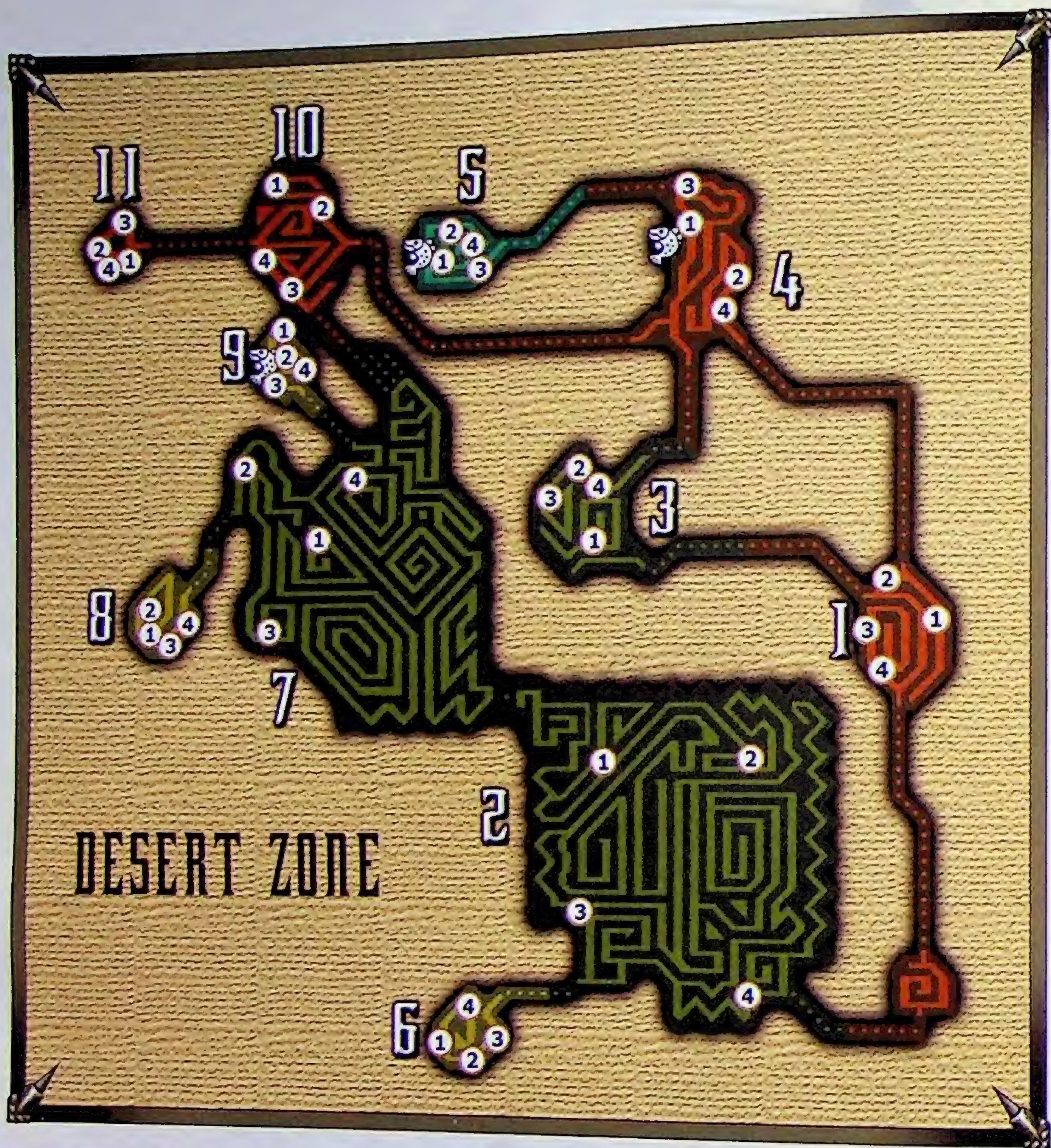
# AREA 9

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
	Late	6	Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Mining	6	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Earth Crystal	10%
2	Early	4	Blue Mushroom	85%
			Nothing	15%
	Late	4	Dragon Toadstool	95%
			Nothing	5%
3	Early	3	Sleep Herb	85%
			Nothing	15%
	Late	3	Sleep Herb	85%
			Nothing	15%
4	Early	3	Special Mushroom	80%
			Nothing	20%
	Late	3	Special Mushroom	80%
			Nothing	20%
SpMush	6	6	Special Mushroom	95%
			Nothing	5%

# AREA 10

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	6	Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
	Late	6	Machalite Ore	10%
			Stone	15%
			Iron Ore	21%
	Mining	∞	Earth Crystal	30%
			Machalite Ore	16%
			Dragonite Ore	8%
			Union Ore	5%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
2	Early	4	Dragon Seed	75%
			Nothing	25%
	Late	4	Dragon Seed	75%
			Nothing	25%
3	Early	5	Scatternut	75%
			Dragon Seed	25%
	Late	5	Scatternut	75%
			Dragon Seed	25%
4	Early	3	Special Mushroom	80%
			Nothing	20%
	Late	3	Special Mushroom	80%
			Nothing	20%
SpMush	8	8	Special Mushroom	95%
			Nothing	5%





## DESERT ZONE

**AREA 1**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
			Nothing	10%
2	Early	4	Paintberry	95%
			Nothing	5%
	Late	4	Paintberry	95%
			Nothing	5%
3	Early	5	Needleberry	75%
			Nothing 25%	
	Late	5	Needleberry	75%
			Nothing 25%	
4	Early	4	Herb	75%
			Sap Plant	25%
	Late	4	Herb	75%
			Sap Plant	25%

**AREA 2**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Cactus Flower	95%
			Nothing	5%
	Late	5	Cactus Flower	95%
			King Cactus	5%
2	Early	3	Cactus Flower	95%
			Nothing	5%
	Late	3	Cactus Flower	95%
			King Cactus	5%
3	Early	4	Paintberry	100%
			Paintberry	100%
	Late	4	Needleberry	80%
			Bomberry	20%
4	Early	4	Needleberry	80%
			Bomberry	20%
	Late	4	Needleberry	80%
			Bomberry	20%

**AREA 3**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Cactus Flower	95%
			Nothing	5%
	Late	4	Cactus Flower	95%
			Nothing	5%
2	Early	3	Herb	95%
			Nothing	5%
	Late	3	Herb	95%
			Nothing	5%
3	Early	3	Paintberry	100%
			Paintberry	100%
	Late	3	Huskberry	80%
			Power Seed	20%
4	Early	4	Huskberry	80%
			Power Seed	20%
	Late	4	Huskberry	5%
			Power Seed	95%



# AREA 4

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	10	Cricket	18%
	Late	10	Frog	82%
2	Early	5	Cricket	18%
	Late	5	Frog	82%
3	Early	4	Herb	95%
	Late	4	Nothing	5%
4	Early	4	Herb	95%
	Late	4	Nothing	5%

# AREA 5

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Cricket	40%
	Late	5	Flashbug	10%
2	Early	4	Bitterbug	30%
	Late	4	Insect Husk	18%
3	Early	4	Thunderbug	2%
	Late	4	Firefly	40%
4	Early	4	Flashbug	25%
	Late	4	Godbug	10%
5	Early	4	Thunderbug	7%
	Late	4	Insect Husk	18%
6	Early	4	Huskberry	95%
	Late	4	Power Seed	5%
7	Early	4	Huskberry	20%
	Late	4	Power Seed	80%
8	Early	4	Huskberry	75%
	Late	4	Bomberry	25%
9	Early	4	Huskberry	75%
	Late	4	Bomberry	25%
10	Early	5	Stone	95%
	Late	5	Dragon Toadstool	5%
11	Early	5	Stone	75%
	Late	5	Dragon Toadstool	25%

# AREA 6

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Whetstone	32%
	Late	5	Iron Ore	40%
2	Early	5	Earth Crystal	18%
	Late	5	Machalite Ore	10%
3	Early	5	Stone	15%
	Late	5	Iron Ore	21%
4	Early	5	Earth Crystal	30%
	Late	5	Machalite Ore	16%
5	Early	5	Dragonite Ore	8%
	Late	5	Union Ore	5%
6	Early	5	Ruststone	1%
	Late	5	Ruststone	1%
7	Early	5	Ruststone	1%
	Late	5	Ruststone	1%
8	Early	5	Ruststone	1%
	Late	5	Ruststone	1%
9	Early	5	Stone	35%
	Late	5	Disk Stone	30%
10	Early	5	Iron Ore	27%
	Late	5	Earth Crystal	8%
11	Early	5	Stone	15%
	Late	5	Iron Ore	34%
12	Early	5	Earth Crystal	32%
	Late	5	Machalite Ore	14%
13	Early	5	Dragonite Ore	5%
	Late	5	Dragonite Ore	5%

# AREA 6 (CONT.)

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
3	Early	8	Stone	35%
	Late	8	Disk Stone	30%
4	Early	8	Iron Ore	27%
	Late	8	Earth Crystal	8%
5	Early	8	Stone	15%
	Late	8	Iron Ore	34%
6	Early	8	Earth Crystal	32%
	Late	8	Machalite Ore	14%
7	Early	8	Dragonite Ore	5%
	Late	8	Dragonite Ore	5%

# AREA 7

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Cactus Flower	95%
	Late	4	Nothing	5%
2	Early	4	Cactus Flower	95%
	Late	4	King Cactus	5%
3	Early	5	Herb	95%
	Late	5	Nothing	5%
4	Early	5	Herb	95%
	Late	5	Nothing	5%
5	Early	4	Fire Herb	85%
	Late	4	Nothing	15%
6	Early	4	Fire Herb	85%
	Late	4	Nothing	15%
7	Early	5	Huskberry	75%
	Late	5	Power Seed	25%
8	Early	5	Huskberry	75%
	Late	5	Power Seed	25%

# AREA 8

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Sm Bone Husk	35%
	Late	5	Mystery Bone	35%
2	Early	5	Bone	15%
	Late	5	Nothing	15%
3	Early	5	Sm Bone Husk	35%
	Late	5	Mystery Bone	35%
4	Early	5	Bone	15%
	Late	5	Nothing	15%
5	Early	5	Herbivore Egg	100%
	Late	5	Herbivore Egg	100%
6	Early	3	Dung	90%
	Late	3	Kut-Ku Scale	10%
7	Early	3	Dung	90%
	Late	3	Kut-Ku Scale	10%
8	Early	5	Huskberry	90%
	Late	5	Nothing	10%
9	Early	5	Huskberry	90%
	Late	5	Nothing	10%
10	Early	4	Bomberry	75%
	Late	4	Needleberry	25%
11	Early	4	Bomberry	75%
	Late	4	Needleberry	25%

# AREA 9

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Bomberry	65%
	Late	4	Nothing	35%
2	Early	4	Bomberry	65%
	Late	4	Nothing	35%
3	Early	4	Cactus Flower	95%
	Late	4	Nothing	5%
4	Early	4	Cactus Flower	95%
	Late	4	King Cactus	5%
5	Early	3	Dung	85%
	Late	3	Kut-Ku Scale	10%
6	Early	3	Insect Husk	5%
	Late	3	Dung	85%
7	Early	3	Kut-Ku Scale	10%
	Late	3	Insect Husk	5%
8	Early	4	Mystery Bone	65%
	Late	4	Unknown Skull	10%
9	Early	4	Nothing	25%
	Late	4	Mystery Bone	95%
10	Early	4	Master's Skull	5%
	Late	4	Master's Skull	5%

# AREA 10

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Felvine	95%
	Late	4	Nothing	5%
2	Early	4	Felvine	95%
	Late	4	Nothing	5%
3	Early	6	Huskberry	90%
	Late	6	Nothing	10%
4	Early	6	Huskberry	90%
	Late	6	Nothing	10%
5	Early	5	Stone	75%
	Late	5	Whetstone	25%
6	Early	5	Stone	75%
	Late	5	Whetstone	25%
7	Early	4	Huskberry	95%
	Late	4	Power Seed	5%
8	Early	4	Huskberry	20%
	Late	4	Power Seed	80%

# AREA 11

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Herb	95%
	Late	4	Nothing	5%
2	Early	4	Herb	95%
	Late	4	Nothing	5%
3	Early	5	Cricket	40%
	Late	5	Flashbug	10%
4	Early	5	Bitterbug	30%
	Late	5	Insect Husk	18%
5	Early	5	Thunderbug	2%
	Late	5	Cricket	40%
6	Early	5	Flashbug	10%
	Late	5	Bitterbug	30%
7	Early	5	Insect Husk	18%
	Late	5	Thunderbug	2%
8	Early	4	Small Barrel	75%
	Late	4	Large Barrel	25%
9	Early	5	Firefly	40%
	Late	5	Flashbug	25%
10	Early	5	Godbug	10%
	Late	5	Thunderbug	7%
11	Early	5	Insect Husk	18%
	Late	5	Insect Husk	18%
12	Early	5	Stone	75%
	Late	5	Bone	25%
13	Early	5	Large Barrel	75%
	Late	5	Small Barrel	24%
14	Early	5	Barrel Lid	1%
	Late	5	Barrel Lid	1%





## SWAMP ZONE

### AREA 1

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Cricket	40%
			Flashbug	10%
			Bitterbug	30%
			Insect Husk	18%
			Thunderbug	2%
	Late	4	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
			Insect Husk	18%
2	Early	3	Toadstool	85%
	Late	3	Nothing	15%
			Toadstool	85%
3	Early	4	Scatternut	75%
			Nothing	25%
	Late	4	Scatternut	75%
			Nothing	25%
4	Early	4	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
			Insect Husk	18%
	Late	4	Firefly	15%
			Thunderbug	30%
			Godbug	45%
			Insect Husk	10%
			Nothing	0%

### AREA 2

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
			Nothing	10%
			Nothing	0%
2	Early	5	Herb	95%
			Nothing	5%
			Nothing	0%
	Late	5	Herb	95%
			Nothing	5%
			Nothing	0%
			Nothing	0%
3	Early	4	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
	Late	4	Insect Husk	18%
			Firefly	15%
			Thunderbug	30%
			Godbug	45%
4	Early	4	Insect Husk	10%
			Nothing	0%
	Late	4	Herb	75%
			Sap Plant	25%

### AREA 3

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Herb	95%
			Nothing	5%
	Late	5	Herb	95%
2	Early	4	Nothing	5%
			Sap Plant	85%
			Nothing	15%
	Late	4	Sap Plant	85%
			Nothing	15%
3	Early	5	Cricket	40%
			Flashbug	10%
			Bitterbug	30%
			Insect Husk	18%
			Thunderbug	2%
	Late	5	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
			Insect Husk	18%
4	Early	5	Cricket	40%
			Flashbug	10%
			Bitterbug	30%
			Insect Husk	18%
			Thunderbug	2%
	Late	5	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
			Insect Husk	18%



**AREA 4**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Spiderweb	75%
			Insect Husk	25%
	Late	3	Spiderweb	75%
			Insect Husk	25%
2	Early	3	Ivy	80%
			Nothing	20%
	Late	3	Ivy	80%
			Nothing	20%
3	Early	5	Antidote Herb	100%
	Late	5	Antidote Herb	100%
4	Early	4	Sleep Herb	100%
	Late	4	Sleep Herb	100%

**AREA 5**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
			Nothing	10%
2	Early	4	Blue Mushroom	85%
			Nothing	15%
	Late	4	Blue Mushroom	85%
			Nothing	15%
3	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
			Nothing	10%
4	Early	4	Special Mushroom	80%
			Toadstool	20%
	Late	4	Special Mushroom	80%
			Toadstool	20%

**AREA 6**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Toadstool	80%
			Nothing	20%
	Late	3	Toadstool	80%
			Nothing	20%
2	Early	∞	Worm	100%
			Worm	100%
	Late	∞	Worm	100%
			Worm	100%
3	Early	3	Blue Mushroom	80%
			Nothing	20%
	Late	3	Blue Mushroom	5%
			Stunshroom	75%
4	Early	4	Stone	75%
			Whetstone	25%
	Late	4	Stone	75%
			Whetstone	25%

**AREA 7**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	5	Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
			Machalite Ore	10%
			Stone	15%
			Iron Ore	21%
			Earth Crystal	30%
			Machalite Ore	16%
	Late	5	Dragonite Ore	8%
			Union Ore	5%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
2	Egg	∞	Sootstone Ore	78%
			Lightcrystal	2%
			Earth Crystal	5%
			Nothing	15%
	Egg	∞	Quartz Ore	78%
			Novacrystal	2%
			Earth Crystal	5%
			Nothing	15%
3	Early	3	Nitroshroom	85%
			Nothing	15%
	Late	3	Stunshroom	95%
			Nothing	5%
4	Early	5	Stone	80%
			Nothing	20%
	Late	5	Stone	80%
			Nothing	20%
5	Early	3	Antidote Herb	75%
			Whetstone	25%
	Late	3	Antidote Herb	75%
			Whetstone	25%

**AREA 8**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Sap Plant	75%
			Nothing	25%
			Sap Plant	75%
	Late	3	Nothing	25%
			Nothing	25%
			Nothing	25%
2	Early	∞	Worm	100%
			Worm	100%
			Worm	100%
	Late	∞	Worm	100%
			Worm	100%
			Worm	100%
3	Early	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
	Late	6	Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
4	Early	6	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
	Late	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
5	Early	6	Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Late	6	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%

**AREA 9**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Antidote Herb	65%
			Nothing	35%
	Late	4	Antidote Herb	65%
			Nothing	35%
2	Early	4	Huskberry	75%
			Bomberry	25%
	Late	4	Huskberry	75%
			Bomberry	25%
3	Early	3	Sleep Herb	75%
			Nothing	25%
	Late	3	Sleep Herb	75%
			Nothing	25%
4	Early	3	Toadstool	75%
			Felvine	25%
	Late	3	Large Barrel	75%
			Small Barrel	24%
			Lost Umbrella	1%

**AREA 10**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Toadstool	85%
			Nothing	15%
	Late	3	Toadstool	85%
			Nothing	15%
2	Early	4	Herb	95%
			Nothing	5%
	Late	4	Herb	95%
			Nothing	5%
3	Early	4	Nitroshroom	85%
			Nothing	15%
	Late	4	Nitroshroom	85%
			Nothing	15%
4	Early	4	Worm	100%
			Worm	100%
	Late	4	Worm	100%
			Worm	100%

**AREA 11**

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Nitroshroom	80%
			Nothing	20%
			Nothing	20%
			Nothing	20%
	Late	3	Nitroshroom	5%
			Dragon Toadstool	75%
			Nothing	20%
			Nothing	20%
2	Early	5	Firefly	40%
			Flashbug	25%
			Godbug	10%
			Thunderbug	7%
	Late	5	Insect Husk	18%
			Firefly	15%
			Thunderbug	30%
			Godbug	45%
3	Early	4	Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
			Machalite Ore	10%
	Late	4	Stone	15%
			Iron Ore	21%
			Earth Crystal	30%
			Machalite Ore	16%
4	Early	4	Dragonite Ore	8%
			Union Ore	5%
			Ruststone	1%
			Ruststone	1%
	Late	4	Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
5	Egg	∞	Sootstone Ore	78%
			Lightcrystal	2%
			Earth Crystal	5%
			Nothing	15%
	Egg	∞	Quartz Ore	78%
			Novacrystal	2%
			Earth Crystal	5%
			Nothing	15%
6	Early	3	Stone	75
			Whetstone	25%
	Late	3	Stone	75
			Whetstone	25%





### AREA 1

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Stone	75%
			Whetstone	25%
	Late	4	Stone	75%
			Whetstone	25%
2	Early	3	Huskberry	90%
			Nothing	10%
	Late	3	Huskberry	90%
			Nothing	10%
3	Early	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
			Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Late	6	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
	Mining	3	Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
4	Early	4	Worm	100%
	Late	4	Worm	100%

### AREA 2

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	3	Huskberry	90%
			Nothing	10%
	Late	3	Huskberry	90%
			Nothing	10%
2	Early	6	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
			Earth Crystal	8%
			Stone	15%
			Iron Ore	34%
	Mining	4	Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
3	Early	4	Needleberry	95%
			Nothing	5%
	Late	4	Needleberry	95%
			Nothing	5%
4	Early	3	Stone	95%
			Nothing	5%
	Late	3	Stone	95%
			Nothing	5%

### AREA 3

1	Early	4	Fire Herb	100%
			Nothing	0%
	Late	4	Fire Herb	100%
			Nothing	0%
2	Early	6	Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
			Machalite Ore	10%
			Stone	15%
			Iron Ore	21%
	Late	6	Earth Crystal	30%
			Machalite Ore	16%
			Dragonite Ore	8%
			Union Ore	5%
			Ruststone	1%
			Ruststone	1%
	Mining	5	Ruststone	1%
			Ruststone	1%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%



# AREA 3 (CONT.)

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
3	Early	4	Needleberry	95%
			Nothing	5%
	Late	4	Needleberry	95%
4	Early	6	Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
			Machalite Ore	10%
	Late	6	Stone	15%
			Iron Ore	21%
			Earth Crystal	30%
			Machalite Ore	16%
			Dragonite Ore	8%
			Union Ore	5%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%

# AREA 4

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
2	Early	8	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
			Earth Crystal	8%
	Late	8	Stone	15%
			Iron Ore	34%
			Earth Crystal	32%
	Mining	6	Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
3	Early	6	Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
			Machalite Ore	10%
	Late	6	Stone	15%
			Iron Ore	21%
			Earth Crystal	30%
			Machalite Ore	16%
			Dragonite Ore	8%
			Union Ore	5%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
			Ruststone	1%
4	Early	4	Huskberry	70%
			Armor Seed	30%
			Huskberry	40%
	Late	4	Huskberry	40%
			Armor Seed	60%

# AREA 5

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Huskberry	90%
			Nothing	10%
	Late	4	Huskberry	90%
2	Early	5	Needleberry	85%
			Nothing	15%
			Needleberry	85%
	Late	5	Nothing	15%
			Nothing	15%
3	Early	3	Huskberry	90%
			Nothing	10%
			Huskberry	90%
	Late	3	Nothing	10%
			Nothing	10%
4	Early	8	Stone	35%
			Disk Stone	30%
			Iron Ore	27%
			Earth Crystal	8%
	Late	8	Stone	15%
			Iron Ore	34%
			Earth Crystal	32%
			Machalite Ore	14%
			Dragonite Ore	5%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
	Mining	6	Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%

# AREA 6

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Needleberry	80%
			Nothing	20%
	Late	4	Needleberry	80%
2	Early	3	Herb	95%
			Nothing	5%
			Nothing	5%
	Late	3	Herb	95%
			Nothing	5%
3	Early	3	Fire Herb	85%
			Dragon Seed	15%
			Dragon Seed	15%
	Late	3	Fire Herb	85%
			Dragon Seed	15%
4	Early	5	Nothing	75%
			Power Seed	25%
			Nothing	75%
	Late	5	Power Seed	25%
			Power Seed	25%

# AREA 7

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	4	Needleberry	80%
			Nothing	20%
	Late	4	Needleberry	80%
2	Early	3	Fire Herb	85%
			Dragon Seed	15%
			Dragon Seed	15%
	Late	3	Fire Herb	85%
			Dragon Seed	15%
3	Early	3	Fire Herb	85%
			Dragon Seed	15%
			Dragon Seed	15%
	Late	3	Fire Herb	85%
			Dragon Seed	15%
4	Early	5	Nothing	75%
			Power Seed	25%
			Unknown Skull	5%
	Late	5	Power Seed	95%
			Power Seed	95%

# AREA 8

LOCATION	QUEST	MAX QTY.	ITEM	CHANCE
1	Early	8	Dragon Seed	75%
			Nothing	25%
	Late	8	Dragon Seed	75%
			Nothing	25%
			Nothing	25%
2	Egg	∞	Powderstone	100%
			Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
	Late	6	Machalite Ore	10%
			Iron Ore	39%
			Machalite Ore	20%
			Dragonite Ore	13%
			Union Ore	11%
			Firestone	8%
			Ruststone	1%
			Ruststone	2%
			Ruststone	1%
			Ruststone	2%
			Ruststone	3%
	Mining	∞	Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
3	Early	6	Machalite Ore	10%
			Iron Ore	39%
			Machalite Ore	20%
			Dragonite Ore	13%
	Late	6	Union Ore	11%
			Firestone	8%
			Ruststone	1%
			Ruststone	2%
			Ruststone	1%
			Ruststone	2%
			Ruststone	3%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
4	Early	8	Machalite Ore	10%
			Iron Ore	39%
			Machalite Ore	20%
			Dragonite Ore	13%
	Late	6	Union Ore	11%
			Firestone	8%
			Ruststone	1%
			Ruststone	2%
			Ruststone	1%
			Ruststone	2%
			Ruststone	3%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%
5	Early	8	Machalite Ore	10%
			Iron Ore	39%
			Machalite Ore	20%
			Dragonite Ore	13%
	Late	6	Union Ore	11%
			Firestone	8%
			Ruststone	1%
			Ruststone	2%
			Ruststone	1%
			Ruststone	2%
			Ruststone	3%
			Coal	85%
			Iron Ore	5%
			Earth Crystal	10%
			Whetstone	32%
			Iron Ore	40%
			Earth Crystal	18%



# SINGLE PLAYER OFFLINE QUESTS

## BASICS: FINDING RAW MEAT QUEST LEVEL

**REWARD:** 50Z  
**PENALTY:** 20Z  
**TIME:** 50 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** DELIVER 2 PCS RAW MEAT  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** VILLAGE CHIEF

First, a little trial. Hunt down an Aptonoth and harvest the meat. Deliver 2 pieces of Raw Meat and you'll complete your first quest!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
Ration	2
First-aid Med.	3
Normal S Lvl	1
Binoculars	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Sm Monster Bone	1	4
Cricket	1	25
Cricket	1	25
Mystery Bone	1	25
Mystery Bone	1	20
Sm Monster Bone	2	1

## WALKTHROUGH:

Take the items from the Supply Box at the campsite. Unless a Bowgun has been purchased, leave the Normal S Lvl ammo behind, reserving item spaces to find other useful materials in the field. Proceed to Area 1 and attack the Aptonoths. When there are many Aptonoths in a herd, these creatures counterattack when threatened. However, if the herd is thin or if one Aptonoth spots a hunter attacking a sibling, then it usually turns tail and tries to flee from the area. Attack Aptonoths that are isolated from the others, so that the herd does not attempt to flee.



Move the Right Stick in a new direction after each strike to create combination attacks with the Hunter's Knife. Stronger weapons slay Aptonoths in fewer blows.

New Aptonoths appear each time Areas 1 and 3 are entered. After slaying an Aptonoth, stand over the carcass and press to carve materials from the body. In the first half of the game, there is a chance to carve either Raw Meat, which is required to complete the quest, or Sm Monster Bones.



Stand over slain quarry and press to carve Raw Meat and materials from carcasses. Virtually everything carved from a monster is useful in some way.

The bones are useful in creating and improving weapons and armors, so do not discard them. After carving at least two pieces of Raw Meat from Aptonoth carcasses, return to the campsite. To deliver 2 Raw Meats and complete the quest, stand at the red Delivery Box and press .

## SHOULDN'T TAKE LONG...

Carving two Raw Meats from Aptonoths is like shooting fish in a barrel. Use the remaining time in the quest to search for valuable items. Kut-Ku Scales can be found by searching the dung pile in Area 1 or the boulder near the entrance of Area 2. These can be sold for 250z apiece, which considerably raises the total money gained from completing this quest. Use the Maps in the previous chapter to find other item search locations in Areas 1 through 3, and return to the village with a full inventory of useable and sellable materials.

## BASICS: PREPARING MEAT QUEST LEVEL

**TYPE:** GATHERING QUEST  
**CONTRACT:** 0Z  
**REWARD:** 50Z  
**PENALTY:** 20Z  
**TIME:** 50 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** DELIVER 1 WELL-DONE STEAK  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** VILLAGE CHIEF

You can't eat Raw Meat! You've got to cook it first! I want you to barbecue some meat and bring a piece back to the camp!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	3
First-aid Med.	3
Ration	2
Portable Spit	1
Normal S Lvl	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Sm Monster Bone	1	4%
Cricket	1	45%
Mystery Bone	1	45%
Sm Monster Bone	2	1%



## WALKTHROUGH:

Essentially the same as the last quest, this time the objective is to acquire Raw Meat, then use a Portable Spit to barbecue the meat until it turns into a Well-Done Steak. Slay the Aptonoths in Areas 1 and 3 to obtain Raw Meat. With Raw Meat in possession, the Portable Spit becomes useable.



Hold **□** and press **○** or **△** to rotate the item ring until the Portable Spit is displayed. Press **○** to begin cooking when Raw Meat is in possession.

Move to a well-lit, flat area and use the Portable Spit to start cooking meat. The hunter begins rotating the meat over a small fire, and a short song plays. After the song ends, allow the meat to cook for two more seconds. As soon as the meat changes color slightly, press **○** to stop cooking. With the right timing, a Well-Done Steak is acquired. Stop cooking the meat too soon and it becomes a Rare Steak. Rare Steaks function exactly like the Rations provided on many quests, extending the hunter's Stamina gauge and enabling longer running periods. If the meat is cooked too long, it turns into a Burnt Meat. Overdone food can still be consumed, but with random effects. The hunter may increase slightly in Stamina, or may decrease. After successfully cooking a Well-Done Steak, return to camp and deposit it in the red Delivery Box.



Cooking a Well-Done Steak requires perfect timing. Watch the meat carefully, and press **○** to stop cooking at the moment the color changes.

### LEARNING THE TIMING

The trick to cooking a Well-Done Steak on every attempt is to learn the timing of the button press. The instant the cooking song finishes, count off two seconds in your head ("one-one thousand, two-one thousand") and press the **○** button. Now that you know the trick, spend the rest of this quest cooking at least nine more Well-Done Steaks. A supply of healthy meat will be useful on quests where Rations are not provided. Also, Well-Done Steaks can be sold in bulk to supplement income earned from quests.

## BASICS: SEARCHING FOR ITEMS

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	0Z
REWARD:	50Z
PENALTY:	20Z
TIME:	50
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 2 HERBS AND 1 SPIDERWEB
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	VILLAGE CHIEF

You can find all sorts of useful items during a hunt. Search around and bring me 2 Herbs and 1 Spiderweb!

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
Ration	2
First-aid Med.	3
Normal S Lvl	1
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Cricket	1	25%
Worm	1	25%
Mystery Bone	1	25%
Herb	1	15%
Honey	1	5%
Kut-Ku Scale	1	5%

## WALKTHROUGH:

Possession of the Map from the Supply Box displays the full map of the region onscreen. Notice that Area 6 is available during this quest. Use the Maps in the previous chapter to find possible item locations of Herbs in Areas 2, 3 and 6. Up to 10 Herbs may be held at one time, but only two must be delivered during this training assignment. Acquire as many Herbs as possible, for use in this and future quests.



Plenty of Herbs can be found in certain spots in Areas 2, 3 and 6.

To reach Area 6, climb up the ivy hanging from the cliff in Area 2. Area 6 is an extremely steep zone, consisting of a series of cliffs and ledges ascending to a cave at the top (which is sealed off during this quest). To reach the top, move to the northeast corner of the area and press **○** to climb the first few ledges.



Climb the vines to the top cliff in Area 6 to find Spiderwebs.

Then use the hanging ivy to climb up several tall cliffs. On the top ledge, move toward the giant web hanging in the small alcove in the rock. Search the area to find Spiderwebs. Even from this height, hunters can drop to the bottom of the area and not sustain damage. Return to the camp and deliver two Herbs and a Spiderweb to complete this training.



## HEAD START ON ITEM COMBINATIONS

Search discolored patches at the top of hanging vines in Areas 2 and 6 to find Ivy. Ivy and Spiderwebs can be combined in the menu to form Nets, which help to make Pitfall Traps that are used to immobilize flying dragons and larger monsters.

## FIRST SHOT AT MINING

The opening of Area 6 enables the hunter to begin mining in rock crevices for precious ores and metals used to create and improve weapons and armor. Bring a Pickaxe or Old Pickaxe along on this quest, and climb to the top of the cliffs in Area 6. On the ledge just below the sealed cave entrance, under the large stain where it looks like something awfully painful happened, there is an "X"-shaped crevice in the rocks where a Pickaxe may be used. Carry Pickaxes along on every quest to stockpile ores required for upgrades.

## BASICS: COMBINING ITEMS

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	0Z
REWARD:	50Z
PENALTY:	20Z
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 2 POTIONS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	VILLAGE CHIEF

You can combine items to make new ones! Start with the basics: a Potion! You'll need a Blue Mushroom, and... Oh, what was the other...?

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
Ration	2
First-aid Med.	3
Normal S Lv1	1
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Cricket	1	25%
Worm	1	25%
Mystery Bone	1	25%
Herb	1	15%
Honey	1	5%
Kut-Ku Scale	1	5%

## WALKTHROUGH:

A quick look at the map reveals that an overwhelming number of new areas are available in the Forest and Hills region during this quest. For this special training session, a change occurs in the items that appear in Area 3. Normally, searching among the fungus growing at the top of Area may yield Nitroshrooms or Special Mushrooms. But for this quest, the hunter should find at least two Blue Mushrooms. Meanwhile, search in the usual locations of Areas 2 and 3 to find two or more Herbs.



Search among the shrooms growing at the top of Area 3 to find Blue Mushrooms, during this quest only.

Possessing both Herbs and Blue Mushrooms, press **START** to open the menu and choose the "Combine" option. Select an Herb and then a Blue Mushroom, and combine them. Cross your fingers and hope that the resulting item is a Potion. When two Potions are created, return to camp and deliver them to the red Delivery Box.



Combine Herb and Blue Mushroom in the menu to create Potions.

## BUG SEASON



From this quest on, be sure to bring along Bugnets or Old Bugnets on every venture. Bugnets are used to capture rare insects at locations where green glowing insects fly. Insects prove useful in item combinations, weapon creation, and various other applications. Some are extremely valuable, and sell for mucho dinero. In the Forest and Hills zone, hunters can catch bugs near the riverbank in Area 1, inside a tiny cave on the east side of Area 9, and eventually behind a large tree in the Felyne Village in Area 12 (when available).

## SPECIAL MUSHROOMS: THE PERPETUAL SIDE QUEST

With more areas available, the player stands to gain higher profits by obtaining Special Mushrooms during every quest. Selling at 60z apiece, up to ten Special Mushrooms can be acquired at one time and sold between quests for up to 600z. The acquisition and selling of Special Mushrooms is sometimes a requirement to complete several quests, but it is also the number one side method of increasing the total reward gained from every quest. Search for Special Mushrooms in Areas 7, 8 and 9 during this mission, and in even more locations in subsequent quests. Refer to the **Maps** chapter to view possible locations of Special Mushrooms. Also, the pig-like Mosswine enemies sometimes yield Special Mushrooms when killed and carved.



## THE FOREST ELDER

Area 7 is utterly devoid of wildlife, except for one peculiar creature. The Forest Elder lives here, and upon each entrance he can be found engaged in some mysterious activity. During Quest Level  quests, speak with him to receive advice on how to play the game, item combinations, and the uses of various items. During Quest Level  quests, the Forest Elder also offers to trade items. Sometimes the material given in exchange is greater in value, but sometimes it is worthless. While visiting the Elder, search Area 7 to find extremely useful items such as Herbs, Special Mushrooms, Honey, and Felvine, among others.

## BASICS: FISHING

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	0Z
REWARD:	50Z
PENALTY:	20Z
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 1 SUSHIFISH
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	VILLAGE CHIEF

*You can use the fish you catch in all sorts of ways! Catch a Health-restoring Sushifish and bring it back to camp!*

#### SUPPLY ITEMS:

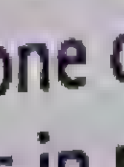
Item	Qty.
Map	1
Mini Whetstone	2
Ration	2
First-aid Med.	3
Worm	5
Worm	5
Worm	5
Worm	5


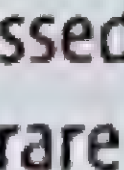

#### REWARD MATERIALS:

Item	Qty.	Chance %
Cricket	1	25%
Worm	1	25%
Mystery Bone	1	25%
Herb	1	15%
Honey	1	5%
Kut-Ku Scale	1	5%

## WALKTHROUGH:

With the proper bait, a large variety of fish can be pulled out of the streams, ponds and rivers in certain areas of many regions. The bait used determines the type of fish that become attracted to the lure. Two fishing areas exist in the Forest and Hills zone: the dock at the campsite and the pond in Area 11. Sushifish, required to complete this mission, only appear at the pond in Area 11. The blue Supply Box contains more Worms than can be carried at one time. Use half of them to practice the fishing technique at the campsite before heading to Area 11.

Fishing is much easier with the vibration function of the controller turned on. With Worms on hand, move onto the dock behind the hunter's tent. Rotate the item menu until Worms are displayed, then press  to hang one out on the fishing pole. Fishing in the game requires just as much patience as in real life,

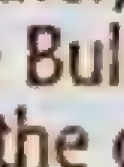
but also demands a bit of quick reflexes. Closely watch the many fish as they swim in the water and eventually take interest in the bait. As a fish approaches the lure, prepare to press the  button. Sometimes fish give a hard tug on the bait. If the  button is pressed at that instant, sometimes a truly rare fish can be yanked in. Otherwise, fish may give only a small nibble on the bait, which is not enough for them to be caught. If a fish nibbles on the lure, prepare for a harder bite to come soon after. When the fish bites hard enough to sink the lure, press the  button to catch it.



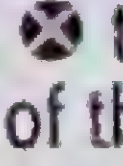
*Watch the water surrounding the lure carefully, and pull fish out of the water when they tug hard on the bait.*

After learning the technique at the campsite, proceed through the Forest and Hills to fish at Area 11. Along the way, be sure to accomplish mining, item-gathering and especially bug-catching tasks. A few Fireflies caught in Areas 1 or 9 may aid in catching the extremely rare and valuable Goldenfish. Try to catch fish in Area 11 until at least one Sushifish is caught. With time remaining, continue trying to catch various fish for use in item combinations and weapon crafting. More bait can be found by searching the whitish colored rock on the ground near the north exit of the area. Afterward, return to camp and drop a Sushifish in the red Delivery Box.

## BULLFANGO!

One large obstacle prevents a hunter from fishing in Area 11. A large and antagonistic boar-like monster with tusks appears every time the area is entered. The Bullfango must be eliminated before a hunter can safely fish at the pond in this location. The best strategy for dealing with these foul tempered beasts is to stand at one end of the area or the other, face the monster and hold  to guard yourself. After deflecting the Bullfango's charge attack, turn around and deliver several cuts. When the creature begins to kick up dust as if to charge, defend yourself and let it run to the other end. Stay where you are and repeat this strategy until the creature falls. Dealing with multiple Bullfangos at once is another matter entirely, discussed later on where appropriate. Bullfango Pelts carved from these monsters are extremely useful in crafting new armor pieces.

## ATOP THE WATERFALL

Move behind the tree trunk in Area 11 and press  to climb up the steps of the waterfall. Move to the very back of the falls and use a Pickaxe to mine ores and materials.

## VILLAGE OF THE CAT PEOPLE

Area 12 is the home of the Melynx and Felynes in the forest. While these catlike creatures ignore the presence of hunters in their village, they will attack en masse if struck. If the black-furred Melynx in Area 9 attack, they may steal items from unwary hunters and burrow into the ground. If the hunter is unable to slay a Melynx before it burrows, then search amidst the large junk pile in Area 12 to retrieve stolen goods. Search around other parts of the Felyne's village to find various size barrels that are good for making explosives, as well as insects and Spiderwebs.



## YOUR FIRST MONSTER HUNT!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	100Z
REWARD:	200Z
PENALTY:	70Z
TIME:	40 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 3 VELOCIPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	VILLAGE GUARD

*HELP! The children are being attacked by small, blue monsters called Velociprey! 3 of the beasts are outside! Do something!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
Ration	2
First-aid Med.	3
Normal S Lvl	1
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Velociprey Scale	1	20%
Sm Monster Bone	1	25%
Velociprey Fang	4	30%
Velociprey Hide	1	25%

## WALKTHROUGH:

Urgent Quests appear when all other quests in a Quest Level are completed. This Urgent Quest must be cleared before the next level of quests become available. Three Velociprey are feeding on the animal carcasses left in Area 8. When all three are defeated, the quest is complete.

Carry out all mining, item gathering, fishing and bug catching tasks before proceeding to Area 8. Since it is unlikely that a full ten Special Mushrooms can be found without visiting Areas 8 and 7, head directly through Area 8 and search for more behind the tree at the Forest Elder's camp in Area 7. Increase Stamina, use a Mini-Whetstone to sharpen blades and regain Health with First-aid Meds. Then return to Area 8 and slay the Velociprey.

Use the landscape in Area 8 to try and isolate the three Velociprey from one another. Taking on one of these monsters at a time is not very tough, but if all three close in simultaneously hunters can quickly find themselves in trouble. If successful at isolating and slaying each Velociprey, quickly carve a scale, hide or fang out of them before the carcass disappears.



*Position the hunter on the higher ledges and bait the Velociprey into attacking one at a time on the rise.*

When the last Velociprey is dead, the corpse most likely disappears before anything can be carved from it. With only one minute until the hunter returns to town, quickly scour Area 8 for items such as Special Mushrooms, Herbs, Ivy, Sap Plant and Spiderwebs.

## MUSHROOM PICKING

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	90Z
REWARD:	180Z
PENALTY:	60Z
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 7 SPECIAL MUSHROOMS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	LOVING SIBLING

*I want to send some Special Mushrooms to my brother in town. But there are too many monsters. Please bring 7 Special Mushrooms to me.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lvl	1
Old Pickaxe	1
Old Bugnet	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Blue Mushroom	1	25%
Nitroshroom	1	25%
Toadstool	1	25%
Stunshroom	1	24%
Dragon Toadstool	1	1%

## WALKTHROUGH:

What could be easier than gathering up merely seven of the very same profitable Special Mushrooms? With a little strategy, seven Special Mushrooms can be delivered, and the hunter can still retain nine Special Mushrooms for sale in town! After slaughtering Aptonoths and cooking some Well-Done Steaks in Area 1, head to Area 8.

Three Bullfangos guard the mushroom patch in this area. Try to control the battle by fighting the Bullfangos one at a time in the narrow southern portion of Area 8. If weapons need sharpening or health is depleting, climb the rise near the exit to Area 7 and use items to recover. Be sure to carve each Bullfango defeated for a chance to acquire their useful pelts.



*Run between the Bullfangos and attempt to make them collide with each other, killing each other with their own tusks!*

With the Bullfangos defeated, search the mushroom patch in Area 8 and dig behind the central tree in Area 7. Keep track of the number of Special Mushrooms found in these locations. If six Special Mushrooms are acquired, stop searching for more. Return to camp and drop six Special Mushrooms in the red Delivery Box. Now ten more Special Mushrooms can be found, and nine can be retained for selling!



During Special Mushroom quests, Special Mushrooms can be found in a few additional locations. In Area 6, the Moss wines sniff at a piece of ground between two bushes near the entrance. Search this area to find Special Mushrooms. And in Area 11, a Moss wine sniffs at the ground near the south corner of the pond. More Special Mushrooms can be found here as well. Gather Special Mushrooms from all the usual locations. If quantities seem to be low, slay Moss wines and carve them to acquire what you lack. The Moss wines in Area 10 reappear over and over again, and this is a great way to accumulate vast numbers of Special Mushrooms as well as Blue Mushrooms and Raw Meat.



Additional Special Mushrooms appear amid the bushes near the entrance of Area 6 during all mushroom-gathering quests, offline and online.

### THE MELYNX MUGGERS!

Small, black-furred cat creatures that dwell in Area 9 from this point onward like to tackle hunters and steal items from them. If an item is stolen, quickly attack and defeat the Melyn timer to get it back. If the Melyn timer burrows into the ground before stolen goods are retrieved, then search the heap of junk in Area 12 to find the taken items. If Felvine is in the hunter's possession at the time of the robbery, Melyn timer prefer to steal the yellow root rather than other items. Carry Felvine into Area 9 to prevent thievery of more important tools and materials.

### THE WYVERN'S CAVE

Areas 4 and 5 of the Forest and Hills Zone become available in Quest Level . The cave at Area 5 is full of Velociprey, but strong weapons help to clear these out quickly. The entire central floor can be searched for common and rare monster bones, and hunters can dig through the dung pile in the hopes of finding Kut-Ku Scales. Climb the small ledge on the east side of the cave and search among the hatched egg shells to find Sm Bone Husks, which are useful in weapon and armor creation. Last but hardly least, Area 5 contains one of the best mining points in the entire game. Whenever Area 5 is available in a quest, be sure to clear the cave and mine here to procure ores required to make equipment and to improve them.

## PRESENT FOR THE ARMORER QUEST LEVEL

TYPE: GATHERING QUEST

CONTRACT: 100Z  
REWARD: 200Z  
PENALTY: 70Z  
TIME: 40 MIN.  
AREA: FOREST AND HILLS  
GOAL CONDITIONS: DELIVER 5 KELBI HORNS  
FAIL CONDITIONS: REWARD ZERO, TIME OVER  
REQUESTOR: VETERAN ARMORER

*The decorations on Bowguns have always been made from the horns of Kelbi. But we're running out! Can you bring 5 Kelbi Horns to me?*

### SUPPLY ITEMS:

Items	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

### REWARD MATERIALS:

Items	Qty.	Chance %
Kelbi Hide	2	45%
Herb	1	25%
Sap Plant	1	25%
Honey	1	5%

## WALKTHROUGH:

Kelbi are the deer-like creatures appearing during this quest in Areas 2, 3, and 10. The best method of slaying them is to run up to them and strike with a powerful weapon. When the presence of hunters is detected, Kelbi tend to cry out warnings and begin prancing about. A Kelbi prances four times, then stops briefly. Time attacks so that to strike just as Kelbi comes to a stop. If a Kelbi survives an attack, they become aggressive and attempt to head-butt hunters for tiny amounts of damage. They also become harder to finish off, running at full speed rather than prancing.

After downing a Kelbi, carve it in the hopes of gaining a Kelbi Horn. The carved item could also be Raw Meat or a Kelbi Hide. Do not discard the hides, because they are extremely useful in armor production. Kelbi Horns can be acquired in bulk and sold for enough money to be worthwhile, so use the entire 50 minutes of this quest to acquire Kelbi Horns and Hides. Upon returning to Kokoto Village, sell the surplus for a hefty bonus. This is also a great quest to use for side gathering materials such as Special Mushrooms and ores, so repeat this quest as often as possible to stock up and get rich quick!



When carving a Kelbi, crouch and position the hunter as close to the Kelbi's nose as possible. This seems to increase the chances of acquiring a Kelbi Horn from the animal.



## HELP FOR THE FESTIVAL QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 90Z  
 REWARD: 180Z  
 PENALTY: 60Z  
 TIME: 40 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: DELIVER 5 WELL-DONE STEAKS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: TOWN CHEF

*I'm cooking for a big festival in the town. But I'm running low on Well-Done Steaks. Can you bring me 5?*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	3
First-aid Med.	3
Ration	2
Portable Spit	1
Normal S Lv1	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Power Seed	1	10%
Sm Monster Bone	1	25%
Herb	1	25%
Sap Plant	2	25%
Armor Seed	1	10%
BBQ Ticket	1	5%

## WALKTHROUGH:

Clearing this quest is the easy part. Simply bring along 5 Well-Done Steaks cooked during another quest and drop them in the red Delivery Box at camp. However, a great deal of profit can be made from this quest through side gathering, mining, fishing and bug-catching. Slay the Aptonoths in Area 1 and cook 4 Well-Done Steaks. Deliver the four, then head back out and cook another 10 Well-Done Steaks. This leaves nine to sell back in Kokoto Village.



*This quest provides another chance to hone those important barbecuing skills!*

## RAID THE WYVERN'S NEST QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 100Z  
 REWARD: 350Z  
 PENALTY: 150Z  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 ADDITIONAL MONSTER: RATHALOS  
 GOAL CONDITIONS: DELIVER 1 WYVERN EGG  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: LOCAL DOCTOR

*One of the village people has fallen ill. I need a Wyvern Egg to cure them. Please sneak into a nest and get an egg for me!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Flash Bomb	1
Ration	2
Ration	2
First-aid Med.	3
Mini Whetstone	2
Binoculars	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Scale	1	15%
Herb	1	25%
Sap Plant	1	35%
Paintberry	1	20%
Nutrients	1	4%
Egg Ticket	1	1%

### SLAY RATHALOS VIA HEAD:

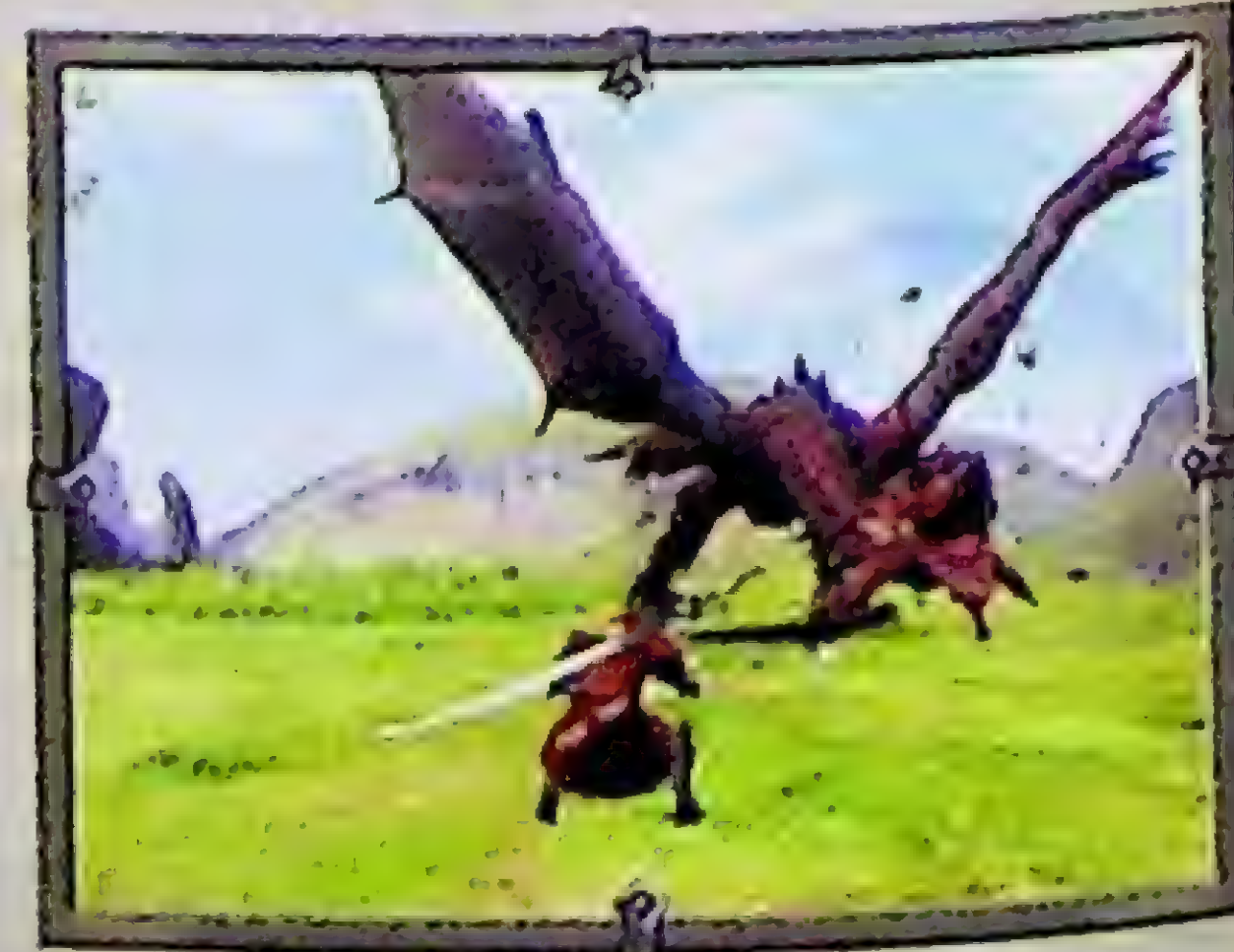
Item	Qty.	Chance%
Rathalos Scale	1	90%
Rathalos Shell	1	10%

### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Wyvern Claw	3	90%
Rathalos Claw	1	10%

## WALKTHROUGH:

Bring a Paintball along on this quest, to use in marking the Rathalos' location on the map. Combine a Paintberry with a Sap Plant to create a Paintball, or obtain and keep one from another quest where they are provided in the blue Supply Box. Marking the Rathalos with a Paintball causes its shape to appear on the onscreen map. This indicates when it is safe to infiltrate the wyvern's lair at Area 5 to snatch a Wyvern Egg. The Rathalos flies from area to area, searching for inexperienced hunters to snack on. After slaying and carving the Aptonoths in Area 1, defeat all the Velociprey in Area 2. This allows for safer passage later. By the time these tasks are complete, the flying dragon should soon appear in Area 3. While crouching, attempt to sneak up behind the creature and then throw a Paintball at it. If the Paintball lands successfully, flee! The Rathalos becomes immediately enraged and attacks.



*Mark the Rathalos so as to avoid it better while stealing its eggs.*



When hit with a Paintball, the location of the Rathalos is marked upon the onscreen map for roughly ten minutes. Complete all side gathering, mining, fishing and bug-catching tasks desired, while keeping an eye on the wyvern's position. Be sure to leave at least one item slot vacant in the hunter's inventory, or the Wyvern Egg cannot be obtained.

The cave entrance linking Areas 5 and 6 is sealed, so head through Area 4 to enter the wyvern's lair. If the Rathalos is in the cave, check its state on the map before entering. If the Rathalos is marked red on the map, it is awake and aware and immediately spots intruders in its lair. If it is marked blue in Area 5, the Rathalos is sleeping. While the creature is elsewhere or asleep, enter the cave and slay the Velociprey guarding the cave. The Rathalos sleeps too deeply for the commotion to wake it. When the coast is clear, mine the crevice in the cave and then increase the hunter's Stamina to maximum by eating Rations or a Well-Done Steak. Climb onto the ledge on the east wall of the cave and search among the hatched eggshells to find the **Wyvern Egg**.



Search the raised nest in the Area 5 cave to obtain a Wyvern's Egg.

Hunters move at half speed even when running while carrying a Wyvern Egg. Stamina decreases more quickly during a sprint, so having maximum Stamina at the time is very helpful. Since the exit to Area 6 is sealed, the egg must be carried through Areas 4, 3, 2 and 1 to the campsite. Avoid dropping off of ledges that are any higher than six feet. Otherwise, the impact causes the hunter to drop and break the egg. After successfully dropping to the ground in Area 4, use Stamina to sprint away from the Vespoids appearing in the area. The Aptonoths in Area 3 should provide no trouble. If the Velociprey in



Avoid depleting Stamina entirely while running with a Wyvern's Egg, or the hunter will drop it!

Area 2 were cleared out previously, sprint to avoid another perpetual Vespoid in this sector. Should the Rathalos visit Areas 2 or 3 while the Wyvern Egg is being carried, cross your fingers and sprint as best as possible. At the campsite, move to the red Delivery Box and press  $\otimes$  to deposit the egg, completing the quest.

## DON'T MESS WITH RATHALOS. ROOKIE!

Unless wearing dragon-proof armor and carrying an unbelievably powerful sword, hunters should not waste effort attempting to slay the Rathalos. Taking down a wyvern is a lengthy process involving much strategy. Proceed to complete higher level quests, and then feel free to undertake this task again with the proper equipment and tools. Methods of slaying the Rathalos and other flying dragons are detailed in higher-level quest walkthroughs. If the Rathalos is slain during this quest, the Reward Materials change depending on how the beast was attacked.

## THE FORMIDABLE VELOCIDROME! QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	150Z
REWARD:	400Z
PENALTY:	140Z
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 1 VELOCIDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	YOUNG GUARDSMAN

After you killed those Velociprey, their leader showed up! It's bigger, and it has an orange crest. Find it and kill it!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Flash Bomb	2
Flash Bomb	2
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv1	1
Binoculars	1

### REWARD MATERIALS:

Item	Qty.	Chance %
Screamer	1	19%
Velociprey Fang	8	20%
Velociprey Hide	1	20%
Velociprey Scale	1	20%
Sm Bone Husk	8	20%
Velocidrome Claw	1	1%

## WALKTHROUGH:

After completing any side gathering, mining, fishing and bug catching, head to Area 10 to encounter the pack leader of the blue lizard monsters known as a Velocidrome. Upon sighting a hunter, the Velocidrome typically emits a bel-lowing shriek. At this sound, four or five Velociprey immediately appear and defend the Velocidrome, often by throwing their bodies between hunter and prey. One way to deal with the pack is to run a few feet back, wait until all monsters face your direction, and then throw one of the supplied Flash Bombs. The hunter is immune to the blast of light, but all monsters facing the direction of the bomb are rendered unconscious for a few moments. Use this time to navigate between the Velociprey and strike a few free blows at their master.



Flash Bombs render groups of Velociprey immobile while you focus on slaying the pack leader.

When the Velocidrome's health is reduced by at least half, it begins looking for an opportunity to flee. The only noticeable change in its behavior at this point is that it begins to attack more frequently. While maintaining safe health levels, try to step up the assault on the red-crested predator and prevent it from escaping. If any Paintballs or Paint S bullets are on hand, mark the creature just in case it manages to elude your wrath. If not, simply keep the creature in site as best as possible, and pursue it through the exit it uses. Follow the Velocidrome as quickly as possible, because if it manages to rest it regains some of the health it lost.



Upon delivering the final blow, try to ignore any remaining Velociprey that attempt to get between you and the kill. The hunter is invincible to further damage after the requirements of the Hunting Quest are complete anyhow. Quickly carve the Velocidrome for materials, because its parts are extremely valuable!

### SLIGHT CHANGE IN THE REPLAY

When undertaking this quest another time after the first, a slight change occurs. The Velocidrome tends to seek out the player, and may first appear anywhere in Areas 2, 3, 9 or 10. If you prefer to accomplish side activities before slaying the Velocidrome, mark it with a Paintball and avoid it until all other objectives are complete.

## SLAY THE VELOCIPREY!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	130Z
REWARD:	300Z
PENALTY:	100Z
TIME:	40 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 10 VELOCIPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PROUD FARMER

*A pack of 10 Velociprey have been preying on my cows! They're too much for me to handle. Please get rid of them for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Velociprey Scale	2	20%
Sm Monster Bone	1	25%
Velociprey Fang	4	25%
Velociprey Hide	2	25%
Velociprey Fang	10	4%
Velociprey Fang	20	1%

## WALKTHROUGH:

The Forest and Hills zone is full of Velociprey, quite a few more than 10, in fact. If mining and side gathering are of any importance, ignore the Velociprey in the areas closest to camp. Head to important item gathering locations such as the wyvern's cave at Area 5. There are four Velociprey in this cave, and

slaying them tallies up almost half the quest requirements. Three more Velociprey protect the Special Mushrooms that are found in Areas 7 and 8, so take out these as well. Then just slay any other leaping blue lizards that jump in your path, and the mission is complete.



Take on the Velociprey in key locations, so that item gathering may be accomplished in all parts of the Forest and Hills.

## THE MUSHROOM HUNT!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	150Z
REWARD:	300Z
PENALTY:	100Z
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 10 SPECIAL MUSHROOMS

FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BOTANIST

*I finally made it! I have traveled long and far to find rare mushrooms. I need 10 Special Mushrooms for my research. Please find them!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Blue Mushroom	1	25%
Nitroshroom	1	25%
Toadstool	1	25%
Stunshroom	1	20%
Stunshroom	3	4%
Dragon Toadstool	1	1%

## WALKTHROUGH:

This Gathering Quest is an easy way to become acquainted with the Jungle Zone. Take this tour before signing up for more difficult tasks, such as hunting the Yian Kut-Ku. Use the Maps in the previous chapter to locate Special Mushrooms. During mushroom gathering quests, an additional location for Special Mushrooms appears in the southwest corner of Area 2, in front of the idol's head.



Special Mushrooms can be found in front of the idol's head in the southwest corner of Area 2 during mushroom gathering quests in the Jungle Zone.



## KUT-KU SCALE CACHE!

Hack and Slash a path through the Velociprey in Area 6, then climb onto the south ledge. To the right is a collection of hatched eggshells where Sm Bone Husks and other bones can be found. However, searching the ground to the left of the eggshells yields at least four or five valuable Kut-Ku Scales!

## COLD CAVES!

The temperature in the caves at Areas 4, 9 and 10 is so extremely low that a hunter's famine increases, doubling the rate at which Stamina depletes. Purchase a Hot Drink from the merchant in Kokoto Village and bring it along on this quest. Take the Hot Drink just before entering one of these important mining and gathering areas, to provide cold resistance. The Hot Drink is effective for roughly three minutes, and a warning appears onscreen when the effect subsides.

## SLAY THE YIAN KUT-KU!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	900Z
PENALTY:	300Z
TIME:	40 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE YIAN KUT-KU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	MACHO GUARDSMAN

*A bird-like Yian Kut-Ku is attacking people all over the place! Show me what you're made of by taking it out!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Flash Bomb	2
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Smoke Bomb	2
Normal S Lv1	1
Normal S Lv2	10
Binoculars	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Shell	1	1%
Screamer	2	44%
Sm Monster Bone	5	25%
Med Monster Bone	1	25%
Kut-Ku Scale	4	4%
Flame Sac	1	1%

## WALKTHROUGH:

As detailed in the previous chapter, **A Hunter's Life**, taking down any type of wyvern requires special preparation. Bring along a Pitfall Trap, as well as 2 Trap Tools and at least 2 Nets to create more traps after the first is used. Create at least 10 Mega Potions, and carry them as well as the First-Aid Meds available in the Supply Box. Also bring 3 Lg Barrel-Bombs and one Gunpowder, to make an additional Lg Barrel-Bomb out of the Large Barrel provided. Blademasters should equip an iron weapon with the highest possible sharpness. Note that Hammers are extremely ineffective against wyverns. Gunners should tote Pierce S and Crag S, in addition to an unlimited supply of Normal S. Consider also preparing additional Flash Bombs for use and bring along a Flute, if available.

Starting the quest, withdraw items from the Supply Box and immediately use two or more Rations to increase sprinting time. Race to Area 3, and clear the Aptonoths out of the north section. The Yian Kut-Ku should appear in Area 3 shortly. During its landing, move to the narrow middle section of Area 3 and set up a Pitfall Trap. Place up to 2 Lg Barrel-Bombs on the trap's surface. If the pink monster is obvious to the presence of a hunter, go attract its attention and bait it toward the Pitfall Trap. When the Kut-Ku falls in the trap, set a Sm Barrel-Bomb between the Lg Barrel-Bombs and then run a few steps away to avoid damage from the blast. Strike a few more times while the Kut-Ku continues flailing, and be sure to mark it with a Paintball or Paint S just in case it manages to flee to another area. When the Kut-Ku breaks free of the trap, sprint a short distance away and throw a Flash Bomb when the monster is facing your direction. Flash Bombs inflict blindness on Kut-Kus, but not the disorientation effect. Use this opportunity to move behind the monster and strike damage to its relatively unprotected tail and wing sections. Smoke Bombs also make it harder for the Kut-Ku to keep track of hunters, but only as long as the monster and the hunter both standing inside the cloud of smoke.



*A Pitfall Trap renders a wyvern incapable of attacking! Use the opportunity to set off explosives or deliver several blows to the monster.*

The monster attempts to flee when large damage is sustained, so try to call it back to the ground by using a Flute. If the attempt fails, combine a Trap Tool and Net to form another Pitfall Trap, make more Lg Barrel-Bombs, and pursue it to the next area. Avoid fighting the Yian Kut-Ku in Area 2 if possible, since the constant interference of Velociprey in this area spells certain doom even for intrepid hunters.

Otherwise, pursue and attack the Yian Kut-Ku until it begins to limp and attempts to flee back to its nest in Area 5. The Kut-Ku sleeps in the cave, regaining small amount of its Health for each second of rest. Quickly eliminate the Velociprey in the cave and then set a Pitfall Trap directly in front of the monster. Place Lg Barrel-Bombs and Sm Barrel-Bombs around the monster to wake it up with a bang. Then bait it into the Pitfall Trap, and attack it



*The Yian Kut-Ku eventually seeks to rest in the cave at Area 5. Chase it there and slay it before it recovers!*

several times while it flails helplessly. When the creature breaks free of the trap, use Flash Bombs or Smoke Bombs to disorient it. Continue attacking the monster until it dies. Quickly carve the Yian Kut-Ku several times to obtain valuable materials from its carcass.



## FOCUS ON THE MAIN OBJECTIVE!

Slaying an Yian Kut-Ku or any other wyvern is a quest-long process, requiring a great deal of time and effort. Avoid wasting time in mining, item gathering or fishing. The risk of failing the mission rises, with each moment spent on side objectives!

## JUNGLE MENACE

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	950Z
PENALTY:	330Z
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE YIAN KUT-KU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE ENVOY

*My village is under attack by a large-eared, bird-like monster. I hear that it's sensitive to noise. Please slay it for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Flash Bomb	2
Huskberry	10
Sm Barrel Bomb	2
Large Barrel	1
Smoke Bomb	2
Normal S Lv1	1
Normal S Lv2	10
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Webbing	1	1%
Screamer	2	24%
Sm Monster Bone	5	25%
Med Monster Bone	1	25%
Screamer	3	20%
Kut-Ku Scale	4	4%
Flame Sac	1	1%

## WALKTHROUGH:

Read through the strategy for the previously described mission, "Slay the Yian Kut-Ku!" and make the same preparations before engaging in this quest. After withdrawing additional items from the Supply Box near camp, head into Area 2 where the Yian Kut-Ku first appears. Use Pitfall Traps, Barrel Bombs, Flash Bombs and Smoke Bombs to help defeat the monster. Avoid fighting the

wyvern in Area 1, where Velociprey appear continuously. If extremely weakened, the Yian Kut-Ku attempts to rest in the nest in Area 6. Clear the Velociprey from this area and set up traps around the sleeping monster before waking it.



Poor visibility due to the overgrowth makes slaying the Yian Kut-Ku in the Jungle a little harder than in the Forest and Hills.

## LIVER OF LEGEND!

### QUEST LEVEL

AREA:	DESERT ZONE
TYPE:	GATHERING QUEST
CONTRACT:	150Z
REWARD:	600Z
PENALTY:	200Z
TIME:	50 MIN.
GOAL CONDITIONS:	DELIVER 3 PISCINE LIVERS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FOREIGN PEDDLER

*I deal in rare items that I find in the desert. I've got a buyer for Water Wyvern and Sand Wyvern livers. Deliver 3 livers to me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Sonic Bomb	2
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Piscine Jaw	1	15%
Wyvern Claw	1	20%
Piscine Fang	1	20%
Sm Monster Bone	1	20%
Med Monster Bone	1	20%
Burst Arrowana	10	4%
Bomb Arrowana	2	1%

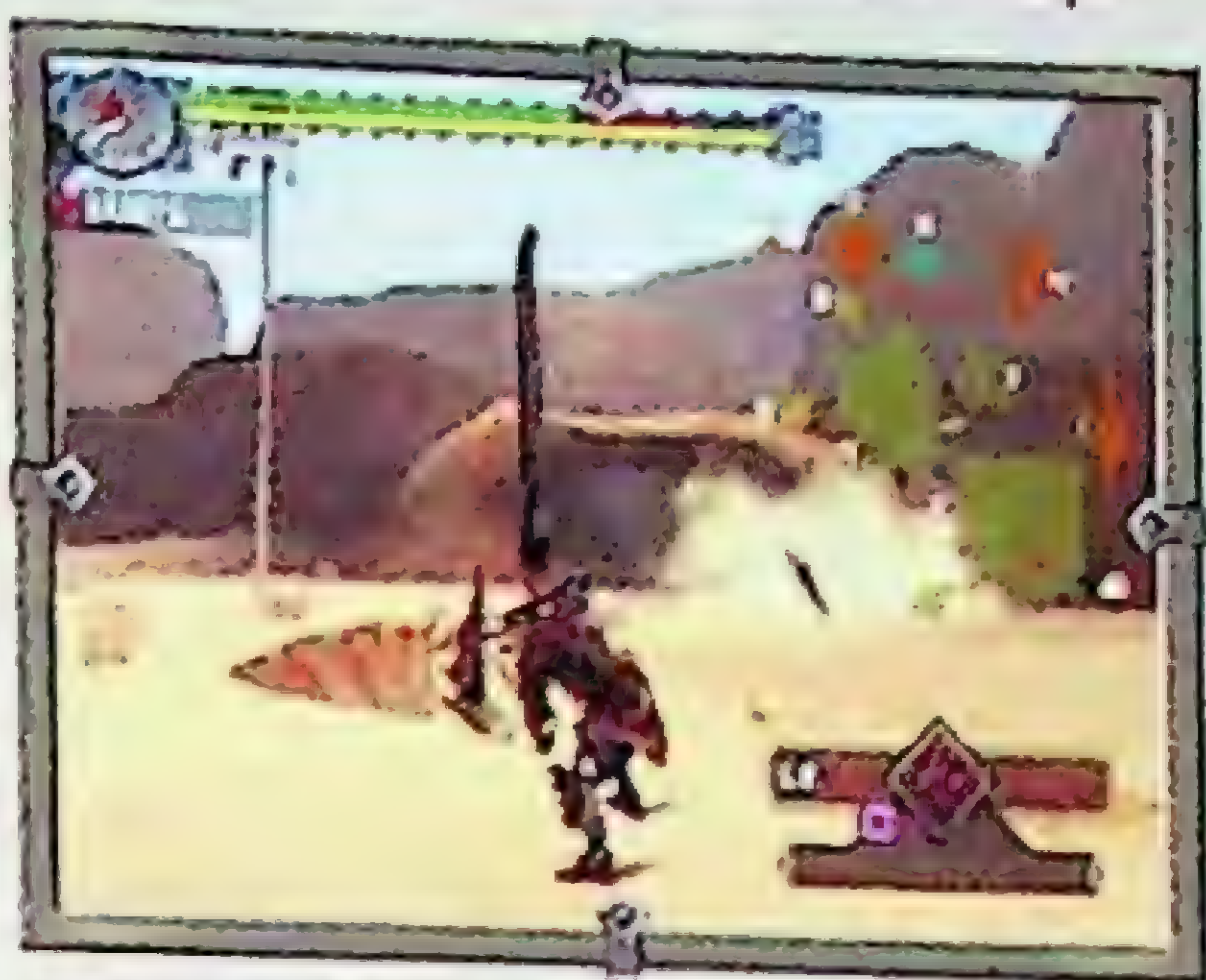
## WALKTHROUGH:

Cephalos are the shark-like monsters that appear to be "swimming" through the loose sands in Areas 2 and 7 of the Desert Zone. Slaying a Cephalos is a lengthy process, so avoid wasting time on side objectives such as mining, fishing and item gathering. Focus solely on the objective at hand, because acquiring 3 Piscine Livers may take up to a full hour.

Stay near the entrance of Area 2 and strike at the fins of the Cephalos as they pass by. Avoid standing too close however, because a Cephalos' fin is sharp enough to slice a human in half! A solid hit on a Cephalos' fin might provoke the monster, and cause them to circle back for a counterattack. If a Cephalos

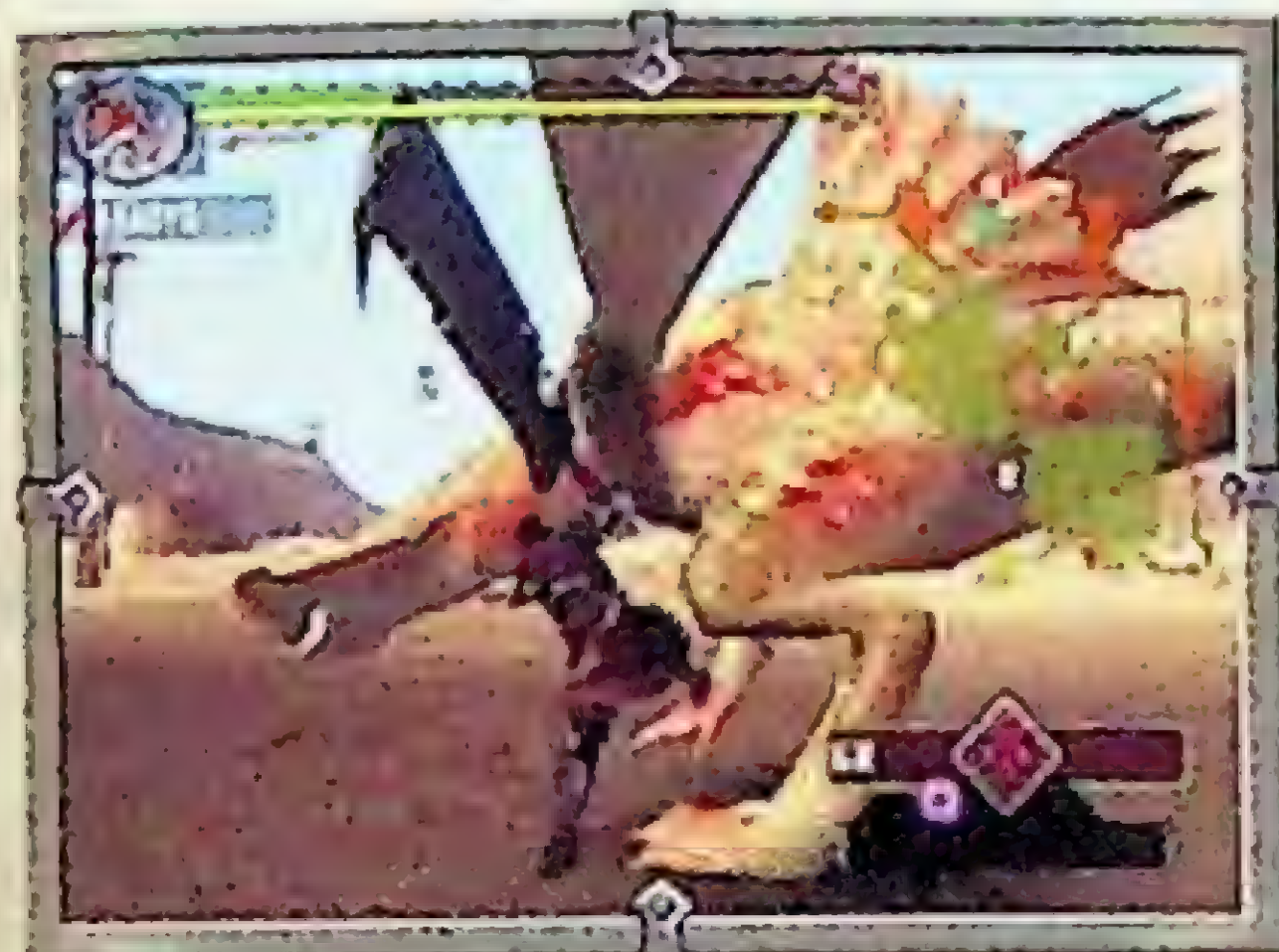


disappears under the sand, move a few feet away from the previous position and wait for the monster to burst up from the sand. The monster then leaps in the air and fires a sandy projectile at the spot where the hunter was standing. After this attack, the Cephalos remains momentarily inert just under the surface of the sand. Run over and strike at the fin again while it is immobile. The Cephalos may flee or attempt another spit attack, so look for the warning signs of either move.



Strike at Cephalos' fins to damage the monsters as they pass nearby in the sand. Remain alert, in case the monster leaps out to counterattack.

After causing enough damage to Cephalos, it may fly out of the ground and flop around on the surface in pain for a moment. Quickly run over and attack the monster several times until it gets on its feet and turns. At



Eventually, a Cephalos must be fought on the surface to slay them and obtain the required Piscine Liver.

close range, the monster may try to swat the hunter away with a tail attack. This can be avoided by dodge rolling to the hunter's left in a clockwise direction, since the Cephalos always twists to its left. If the Cephalos does bash the hunter away, it usually follows up with a spit attack aimed at the hunter's landing point. Dodge-roll to either side to avoid the attack, then dodge roll forward to get close the Cephalos and attack again.

Sonic Bombs drive Cephalos crazy, and cause them to surface and attack. This allows a hunter to confront a Cephalos directly, but the creature dives back under the sand's surface after a few minutes. Attack and damage a Cephalos by striking at their fins a few times before trying to raise them with Sonic Bombs, so the creature can be slain more easily on the surface. Sonic Bombs are more effective when tossed at Cephalos that is paused momentarily under the sand's surface, such as after a successful blow to the fin.



Toss Sonic Bombs at motionless Cephalos to drive them to the surface.

The chance of carving a Piscine Liver from a Cephalos carcass is roughly 60%. However, because other items might be carved, more than three Cephalos must be slain. Bring along additional Sonic Bombs and Flash Bombs to help increase chances of success in this quest. After each Piscine Liver is obtained, return to camp and drop it in the red Delivery Box to be safe. If a hunter is killed during this quest, all Piscine Livers in possession are lost!

## AVOID HEATSTROKE!

While fighting Cephalos in Areas 2 and 7, a hunter's health is constantly depleted due to the intense heat. Consume a Cool Drink to avoid damage from the heat. The effect expires after 10 minutes, or if the hunter dies. If the hunter is in Areas 2 or 7 when the Cool Drink's effects wear off, a warning message appears. Consume another Cool Drink to keep going. Note that a hunter would be wise to purchase 3 Cool Drinks from the shop in the village before signing up for this quest.

## SCAVENGING IN THE SANDS

Once this quest has been cleared, sign up for this quest again solely for the purpose of finding items unique to the Desert Zone. Fire Herb found in several areas is important in item combinations that create Gunpowder and Sm Barrel-Bombs, and Cactus Flower is used to make potent Herbal Medicines. Refer to the **Maps** chapter to view all item locations in the Desert. If the hunter dies or fails to complete the main objective in time, all items found are retained.

## FIND THE WYVERN EGGS!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	800Z
PENALTY:	300Z
TIME:	30 MIN.
AREA:	FOREST AND HILLS
ADDITIONAL MONSTER:	RATHALOS
GOAL CONDITIONS:	DELIVER 2 WYVERN EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	LOCAL DOCTOR

*One of the village people has fallen ill. With 2 Wyvern Eggs I could make a remedy. Please get me 2 eggs from a wyvern's nest!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

### REWARD MATERIALS:

Item	Qty.	Chance %
Mega Nutrients	1	5%
Honey	1	20%
Power Seed	1	20%
Armor Seed	1	20%
Nutrients	1	20%
Egg Ticket	1	15%

### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Shell	1	75%
Rathalos Scale	1	25%

### SLAY RATHALOS VIA WING:

Item	Qty.	Chance %
Rathalos Claw	1	75%
Wyvern Claw	3	25%



## WALKTHROUGH:

Due to the extremely short amount of time allowed in this quest, concentrate solely on the main objective and avoid mining, fishing and item scavenging activities. Head directly to the wyvern's nest at Area 5, and clear the Velociprey out of the cave. Climb the ledge on the east wall and search among the hatched eggs to find a **Wyvern Egg**. Carrying the egg out of the cave causes all new sets of Velociprey enemies to appear in Areas 1, 2, 3, 5, and 6. The easiest approach is to drop the first egg and slay all the new enemies that stand in the way. The shortest route is to go from Area 5, through Area 6, 2 and 1 to camp. The enemy set in Area 2 now has a finite number of Velociprey, so kill them all. Meanwhile, if the Rathalos is spotted try to mark it with a Paintball or Paint S bullet.



Grab the first Wyvern Egg solely for the purpose of changing the enemy sets between the cave and the camp. Then slay the monsters to clear the route.

After clearing the enemies that appear in Areas 5, 6, 3, 2 and 1, return to wyvern's nest and take another egg. Check the Rathalos' position on the map before heading back to camp. At this time, the angered Rathalos flies back and forth from Area 4 to Area 6, attempting to intercept the egg thief emerging from the cave. Choose the appropriate exit and run back to the camp using short bursts of Stamina. The cliffs in Area 6 can be easily descended by carefully dropping from ledge to ledge. Position the camera directly over the hunter's head to better see the next ledge down. Deposit two Wyvern Eggs in the red Delivery Box to clear this intense quest.



Angle the camera directly over the character's head to view the cliffs while descending with the Wyvern Egg. Be sure not to drop too far, or the egg breaks!

## TROUBLE IN THE FOREST QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	150Z
REWARD:	450Z
PENALTY:	150Z
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 10 BULLFANGO
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	LUMBERJACK

*Those boar-monsters, the Bullfango, have been a lot of trouble lately. Can you thin the herd by 10 head? Much obliged.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Bullfango Pelt	2	15%
Antidote Herb	1	25%
Sap Plant	1	25%
Bullfango Pelt	1	30%
Honey	1	5%

### SPECIAL MONSTER REWARDS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

During this quest, groups of foul-tempered Bullfangos appear in Areas 8, 9 and 10. With so many Bullfangos charging at the hunter from all sides, it is unwise to remain immobile for any period of time. Rather than attacking the monster with weapon, simply run around the area at normal speed, and attempt to goad the Bullfangos into charging into each other. Use the damage that monsters inflict on one another to slay all but one or two Bullfangos. With fewer monsters to worry about, the wounded remainders can be easily slain with a few blows from a powerful weapon.



Run through the center of wide areas and goad the Bullfangos into charging. Dodge out of their path, and the monsters collide, killing each other!



## THE LAND SHARK

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 250Z  
 REWARD: 1200Z  
 PENALTY: 400Z  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY THE CEPHADROME  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: OASIS TOWN CHIEF

*Our pack-animals were eaten by something in the desert. But nobody actually saw the monsters attack! Find and slay the alpha monster!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Sonic Bomb	2
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Lg Monster Bone	1	10%
Wyvern Claw	1	25%
Med Monster Bone	1	25%
Piscine Fang	1	20%
Piscine Jaw	1	15%
Burst Arrowana	5	4%
Bomb Arrowana	2	1%

## WALKTHROUGH:

Bring plenty of extra Sonic Bombs, Lg Barrel-Barrel Bombs, Sm Barrel-Bombs, extra Large Barrels and Gunpowder to build more explosives in the field. Use a Cool Drink to reduce the heat effects of the desert, then proceed through Area 3 to Area 7. Ingest Demondrugs to increase the power of attacks for short periods of time. Use a Sonic Bomb to make the Cephadrome writhe on the surface. Then either attack it while its defense is down or set up Lg Barrel-Bombs and detonate them with a Sm Barrel-Bomb to inflict extra damage. Be sure to mark the creature with a Paintball, because when the Cephadrome gets weak, or if the hunter dies, it may flee to another area. If the Cephadrome gets away, it regains lost Health and returns to Area 7 to launch a new attack. Each time the Cephadrome dives under the surface, heal up and prepare to use another Sonic Bomb to drive it out, and repeat the whole process over again.



*Circling Cephelos make slaying the Cephadrome incredibly hard.*

## ENTERING HARD MODE

Quest Level \*\*\*\* is the beginning of the "Hard" quests. If the Cephadrome gets the better of you, it is possible that armor and weapon upgrades are required. Complete all of the lower level quests over again, gather necessary materials, and develop a better arsenal of supplies and armaments.

## CATCH A YIAN KUT-KU

### QUEST LEVEL

TYPE: CAPTURE QUEST  
 CONTRACT: 220Z  
 REWARD: 1000Z  
 PENALTY: 340Z  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: CAPTURE THE YIAN KUT-KU  
 FAIL CONDITIONS: IF YOU KILL THE YIAN KUT-KU:  
 REWARD ZERO, TIME OVER  
 REQUESTOR: STERN SCHOLAR

*I would like you to find and capture a Yian Kut-Ku alive. I suggest using a Pitfall Trap. Good luck, and thanks in advance!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv2	10
Trang Bomb	3
Trang Bomb	3
Trang S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flame Sac	1	7%
Wyvern Claw	5	5%
Screamer	5	5%
Sm Monster Bone	1	5%
Med Monster Bone	1	5%
Lg Monster Bone	1	20%
Kut-Ku Scale	1	20%
Kut-Ku Shell	1	20%
Kut-Ku Webbing	1	6%
Kut-Ku Ear	1	2%
Giant Beak	1	2%



## WALKTHROUGH:

Capturing a wyvern is quite a different process than slaying one, and sometimes proves to be pretty tricky. The Yian Kut-Ku must be hunted and fought until it is weak to the point where the monster is limping. Achieving that much, ease up on the assault slightly and allow the monster to retreat to the cave at Area 5. Venture there and clear out the Velociprey in the cave without waking the Kut-Ku. Set up a Pitfall Trap, wake the monster by throwing a Stone at it or attacking it, and lure the wyvern into the pitfall. Hit the trapped wyvern with Tranq S bombs until it falls into a coma. If the quest ends, then the monster has been captured appropriately. But if the Yian Kut-Ku wakes up and attacks again, it was not weak enough to be tranquilized! Hit it a few more times, then try again.



Attack the Kut-Ku until it flees back to its cave. Then trap it and tranquilize it with the bombs or ammo provided.

### SLAY THE VELOCIPREY PACK!

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	500Z
PENALTY:	170Z
TIME:	20 MIN.
ADDITIONAL MONSTER:	RATHALOS
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 20 VELOCIPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PROUD FARMER

*I had you kill those 10 Velociprey, but now they're back! There's 20 of them this time. Please take care of it for me, hunter!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Velociprey Hide	2	25%
Sm Monster Bone	1	25%
Velociprey Fang	6	25%
Velociprey Scale	2	20%
Velociprey Fang	12	4%
Velociprey Fang	24	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Scale	1	50%
Rathalos Shell	1	50%

#### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Wyvern Claw	3	50%
Rathalos Claw	1	50%

## WALKTHROUGH:

Avoid side item gathering and focus on slaying Velociprey as fast as possible, within the time limit. Because the allotted time to kill each monster equates to roughly one minute per foe, a powerful weapon such as a really sharp Great Sword is preferable for this mission.



Try to strike and slay multiple Velociprey with a single sword strike if possible.

### VELOCIDROME REDUX!

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	220Z
REWARD:	600Z
PENALTY:	200Z
TIME:	30 MIN.
ADDITIONAL MONSTER:	RATHALOS
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 2 VELOCIDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	YOUNG GUARDSMAN

*Another Velocidrome has shown up. Please take care of it for me. Wyverns have also been sighted nearby, so be very careful.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Screamer	1	15%
Velociprey Fang	8	20%
Velociprey Hide	1	20%
Velociprey Scale	1	20%
Sm Bone Husk	8	20%
Screamer	1	4%
Velocidrome Claw	1	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Scale	1	90%
Rathalos Shell	1	10%

#### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Wyvern Claw	3	90%
Rathalos Claw	1	10%

## WALKTHROUGH:

A Psychoserum can be purchased from the marketplace in the online version of the game. When used, this item briefly displays the location of the first Velocidrome as well as the Rathalos on the map for a few seconds. Use this



to quickly track down and begin attacking the Velocidrome. The Rathalos seems to actively seek out the player character, rather than patrol a route as in easier quests. Therefore, the Velocidrome must be struck with incredibly powerful weapons. Try to ignore the Rathalos as best as possible, and mark both Velocidromes with Paintballs. This way, you can leave the area briefly to escape the Rathalos and heal, and still pursue the Velocidrome if it moves to another area. Focus on slaying the two monsters, since little time is afforded in this quest.



The Rathalos actively tries to interfere with the hunter's quest

## BRING ME EGGS!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	1500Z
PENALTY:	500Z
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	DELIVER 3 HERBIVORE EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE LADY GOURMET

*I search the world for new tastes and flavors. Now I want to try Apceros eggs. Let's start with 3. Thanks in advance!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Commendation	1	5%
Honey	1	20%
Power Seed	1	20%
Armor Seed	1	20%
Unknown Skull	1	20%
Egg Ticket	1	15%

## WALKTHROUGH:

Use a Cool Drink to fight the effects of the desert heat, then dash across Areas 2 and 7 to the cave at Area 8. The Apceros in the cave resist allowing a hunter to steal their eggs. Even if all the Apceros are slain, more enter the cave immediately. The best plan is to use a Flash Bomb to stun all the Apceros. Then quickly search among the hatched eggshells in the depression near the back of the cave to find a **Herbivore Egg**. Exit the cave, drop the egg, and then slay the Genprey enemies appearing in Area 7 and Area 2. The Cephalos in these areas continue to reappear constantly, so do not waste time on them. Return to Area 7 and slay all the Apceros in the cave. Then raise Stamina and Health to the max, take an egg, and dash across Areas 7 and 2, staying close to the south canyon walls in both areas. Deposit the egg in the red Delivery Box, use another Cool Drink if needed, and do it all over again!

## ATTACK OF THE GIANT BUGS!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	400Z
PENALTY:	140Z
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY 30 VESPOID
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE ENVOY

*My village is under attack by a swarm of 30 bug monsters. Please help! They're weak individually, but formidable in a group!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Vespoid Wing	1	35%
Vespoid Shell	1	35%
Sap Plant	1	15%
Sap Plant	1	10%
Monster Fluid	1	4%
Thunderbug	1	1%

## WALKTHROUGH:

Starting in Area 2, travel from area to area slaying all the Vespoids. Crawling insects called Hornetaurs appear in the same areas. Attack and smash the Hornetaurs only if they get in the way. Otherwise, ignore them and focus all efforts on the Vespoids. If no more Vespoids appear in the area, move on to the next. Slay the flying insect monsters in areas 2, 3, 4, 7, 9 and 10 to complete this fairly easy quest.



Do your best to ignore the Hornetaurs whilst hunting Vespoids in the Jungle.



## SLAY THE GENPREY!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	600Z
PENALTY:	200Z
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY 20 GENPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	INJURED SOLDIER

*I'm too injured to go on. I'd like you to find and kill 20 Genprey in the swamp for me. Watch out, they can paralyze you....!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Genprey Hide	3	25%
Sm Monster Bone	1	25%
Genprey Fang	4	25%
Genprey Scale	3	20%
Genprey Fang	10	4%
Genprey Fang	20	1%

## WALKTHROUGH:

Welcome to the Swamp Zone, the most dismal and oppressive area hunters can choose to explore. Slaying 20 Genprey should not be a terribly difficult task at this point, especially with a powerful enough weapon equipped. Keep close tabs on the number slain, and be sure to use the additional time afforded during this quest to explore the Swamp Zone, stock up on Toadstools and other items uniquely found here, and do some mining in the caves at areas 7, 8 and 11. Bring a full supply of Hot Drinks along on this quest, because many regions of the Swamp Zone are cold enough to increase a hunter's famine tremendously. Be sure to stop by Area 1 and speak with the Forest Elder to trade items and receive advice about the swamp. If Melynx creatures steal any goods, retrieve them by searching the junk pile in Area 9. The quest ends when the twentieth Genprey falls.



Longer swords enable hunters to strike multiple Genprey at once.

## SLAY THE GENDROME!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	250Z
REWARD:	800Z
PENALTY:	270Z
TIME:	50 MIN.
ADDITIONAL MONSTER:	GYPCEROS
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY 2 GENDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	AMBITIOUS NOBLE

*My caravans are being hit by Genprey. 2 Gendrome are leading the pack. Kill them and make the roads safe again for all!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

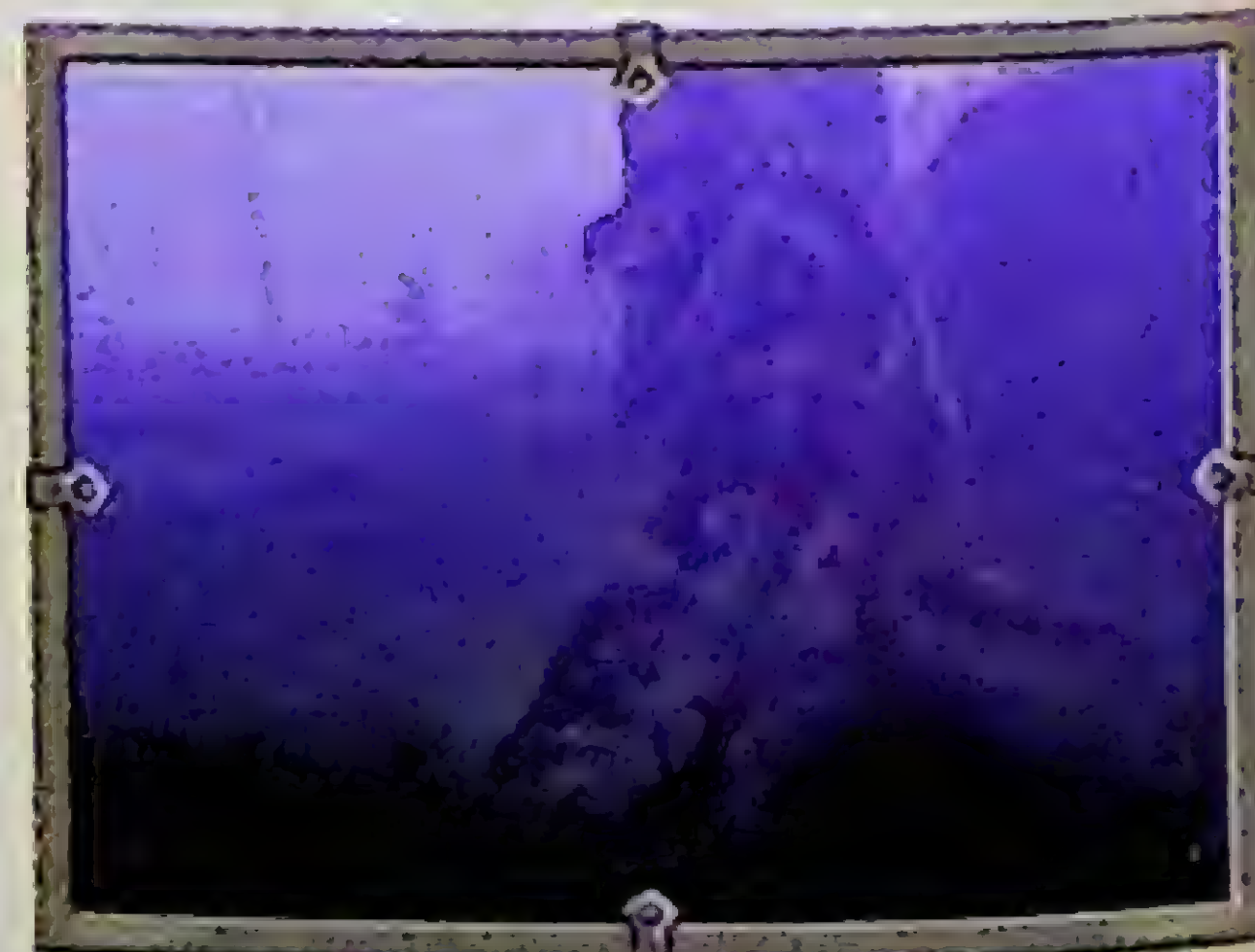
Item	Qty.	Chance%
Genprey Scale	4	15%
Sm Monster Bone	2	20%
Genprey Fang	5	20%
Genprey Hide	4	20%
Sm Bone Husk	12	20%
Genprey Fang	15	4%
Stun Sac	1	15%

#### SLAY GYPCEROS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Bring along a large quantity of Paintballs, because Gendrome can be quite evasive and tricky to mark. A Gypceros flies from area to area, so paint it as well. Each Gendrome typically summons 2-4 Genprey to protect it from hunters. Use dodge rolls and sprint maneuvers to get behind the creature, and away from the Genprey, to crack a few whacks at it from its unprotected side. Gendrome are very much like Velocidrome with greater Health points, except that they can paralyze with leaping attacks. Avoid these attacks if possible, since Genprey will not hesitate to surround and attack helpless hunters, striking over and over for large amounts of damage. When the first Gendrome falls, the second should appear in another area within a few minutes. Check areas 5, 10, 9, 4 and 3 to find the new alpha monster. Mark it and pursue it, just as the other.



Gendromes flee from areas more frequently than other alpha raptors. Keep your Stamina up!



## IOPREY HUNTING QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	220Z
REWARD:	700Z
PENALTY:	250Z
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY 20 IOPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	MINE OWNER

*We encountered a huge Ioprey nest in a deep tunnel! We can't continue working unless you kill 20 of them for us!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Ioprey Hide	2	25%
Sm Monster Bone	1	25%
Ioprey Fang	3	25%
Ioprey Scale	2	20%
Ioprey Fang	6	4%
Ioprey Fang	15	1%

## WALKTHROUGH:

Ioprey are the most difficult of the raptor type enemies. Not only do they attack more fiercely and more frequently, but they also aim their leaping attacks much better than Velociprey or Genprey. Ioprey also spit a venomous acid that infects the character with poison status, so bring a supply of at least 10 Antidotes along. Cure poison status as soon as it occurs, and return immediately to the task of fighting Ioprey. Search all areas of the Jungle for the red lizards, including the caves at areas 9 and 10. Use Hot Drinks to prevent the cold caves from affecting the hunter's dodge roll abilities, which are more important now than ever.



*Avoid getting surrounded, or the Ioprey attempt to saturate the hunter with poison spit from all sides.*

## SLAY THE GYPCEROS! QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	1400Z
PENALTY:	500Z
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE GYPCEROS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	GUARDED MERCHANT

*I saw a gigantic bird-like monster deep in the swamp! I can't do business with a thing like that in there! Please find it and kill it!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Flash Bomb	2
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Smoke Bomb	2
Normal S Lv1	1
Normal S Lv2	10
Binoculars	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	1
Med Monster Bone	1	24
Sm Monster Bone	5	25
Wyvern Fang	3	25
Wyvern Claw	1	20
Poison Sac	1	4
Lightcrystal	1	1

### SLAY GYPCEROS:

Item	Qty.	Chance%
Stone	5	99
Lightcrystal	1	1

## WALKTHROUGH:

Prepare for battle by bringing along the usual gear needed to fight a wyvern, such as Pitfall Traps, additional Trap Tools and Nets, Sm Barrel-Bombs, Lg Barrel-Bombs, and extra Large Barrels and Gunpowder. For safety, bring at least 10 Mega Potions and 10 Antidotes to fight the effects of poisoning inflicted through the Gypceros' attacks. When emerging from the campsite, if the creature is not in Area 2 then look for it in Areas 4, 9, 5 or 10. Mark the Gypceros with a Paintball, then begin attacking. Because the ground is too wet in certain portions of the Swamp, Pitfall Traps cannot be used in some areas. If the Gypceros flees to such an area, set up Lg Barrel-Bombs and stand a few feet behind them. When the Gypceros attempts to charge at the hunter, flinging poison spit attacks to either side, the impact may set off the bombs right in the Gypceros' face. When the monster finally flees to an area where the Pitfall Trap can be used, be sure to have more Lg Barrel Bombs on hand to make it worthwhile.



*Gypceros prepare to emit a flash from the crystal on their head when their eyes flash in weird colors.*



When the eyes of the monster flash, it is ready to emit a strong light from the crystal atop its head capable of stunning the hunter. If a Great Sword is equipped, the hunter can avoid being stunned by guarding. Because he or she lifts the wide blade in front of their face, the light is possibly blocked. Destroy the crystal atop the creature's head as soon as possible to prevent it from attempting further flash attacks. Remember that Gypceros like to feign death when weakened, so do not approach the monster unless the quest clear message appears.

## ATTACK OF THE RATHALOS

### QUEST LEVEL

**TYPE:** HUNTING QUEST  
**CONTRACT:** 500Z  
**REWARD:** 2250Z  
**PENALTY:** 800Z  
**TIME:** 50 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** SLAY THE RATHALOS  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** PROUD SOLDIER

*It cannot be... But.. My entire warband was wiped out by a wyvern. Now all rests upon your shoulders, monster hunter! Slay it!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Flash Bomb	2
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Smoke Bomb	2
Normal S Lv1	1
Normal S Lv2	10
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathalos Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Rathalos Webbing	1	5%
Wyvern Fang	6	20%
Lg Monster Bone	1	19%
Wyvern Marrow	1	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Bring along the wyvern hunting supplies listed in the chapter, **A Hunter's Life**. After digging goods out of the Supply Box, use the Rations and sprint to Area 3. The Rathalos should soon be landing here, so angle the camera up toward the sky. When the monster begins to fly into view, set up the Pitfall Trap and two Lg Barrel Bombs. Set out a piece of Raw Meat as bait, then hide

behind one of the barrels. If all goes as planned, the Rathalos should be trapped in no time. Detonate the Lg Barrel-Bombs, then dash away and try to throw a Flash Bomb to stun the Rathalos. Move to its weak hind section and attack the tail and the legs. Use dodge rolls to avoid the beast's counterattacks. Hunters armed with a Great Sword can deflect most of the wyvern's attacks by guarding, so fight a smart fight.

When the monster tries to limp away, be sure to mark it with a Paintball in case it flies away. Pursue it quickly, trap it again and detonate more Lg Barrel-Bombs around it. When finally the Rathalos flees to the cave in Area 5, pursue it there and slay all the Velociprey in the cave. While the monster slumbers, install the last Pitfall Trap and set some Lg Barrel-Bombs around the dragon. Wake it up with a bang, then goad it into the Pitfall Trap. Continue detonating more bombs around it, and use Flash Bombs and Smoke Bombs to help. Proper usage of tools is the key to defeating any wyvern, especially one this mean!

## CATCH A RATHALOS

### QUEST LEVEL

**TYPE:** CAPTURE QUEST  
**CONTRACT:** 500Z  
**REWARD:** 2500Z  
**PENALTY:** 900Z  
**TIME:** 50 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** CAPTURE THE RATHALOS  
**FAIL CONDITIONS:** IF YOU KILL THE RATHALOS: REWARD ZERO, TIME OVER  
**REQUESTOR:** SELFISH PRINCESS

*I'm keeping that wyvern as a pet! So hands off! Now I want a male wyvern. And I want it ALIVE. OK?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv2	10
Tranq Bomb	3
Tranq Bomb	3
Tranq S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathalos Tail	1	5%
Wyvern Claw	5	10%
Wyvern Fang	5	5%
Sm Monster Bone	1	5%
Med Monster Bone	1	5%
Lg Monster Bone	1	5%
Rathalos Scale	1	5%
Rathalos Shell	1	20%
Rathalos Webbing	1	20%
Wyvern Marrow	1	20%
Rathalos Wing	1	4%
		1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Wyvern Claw	3	25%



## WALKTHROUGH:

Fight the Rathalos in the same manner as in the previous quest, "Attack of the Rathalos". Be sure to retain one Pitfall Trap for use in the wyvern's cave at Area 5. Once the monster is limping and weak, it is almost ready to be captured. Goad it into a trap, then throw Tranq Bombs at its head until it passes out. If the quest doesn't end immediately, hit it a few more times and try to tranq it again before the Pitfall Trap expires.



Fight the Rathalos until it flees back to the cave. Then tranquilize it.

## DELIVER THREE WYVERN EGGS

### QUEST LEVEL

**TYPE:** GATHERING QUEST  
**CONTRACT:** 300Z  
**REWARD:** 2000Z  
**PENALTY:** 700Z  
**TIME:** 30 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** DELIVER 3 WYVERN EGGS  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** THE LADY GOURMET

*I travel the world for new tastes and flavors. Now I want to try the egg of a wyvern. Please bring me 3 Wyvern Eggs!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv1	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Egg Ticket	1	4%
Potion	2	25%
Honey	2	25%
Nutrients	1	25%
Potion	3	15%
Mega Nutrients	1	6%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	85
Rathalos Scale	1	15

#### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Rathalos Claw	1	85
Wyvern Claw	3	15

## WALKTHROUGH:

This quest is exactly like the previous Quest Level endeavor, "Find the Wyvern Eggs!" Only this time, three eggs must be delivered. Bring along an extremely high-powered sword, to make enemy clearing easier. Head to the wyvern's nest at Area 5, search among the hatched shells for an egg, and carry it out of the cave. Then go through Areas 6, 2, 1, 3 and 5 over again, slaying the new enemies that appear. With the path clear except for the Rathalos, return to the wyvern nest and procure another Wyvern Egg. Carry it through Areas 4, 3, 2 and 1, or Areas 6, 2, and 1 depending on the location of the Rathalos. Hurry up, because getting three eggs back to camp in 30 minutes is a very close race!

## GENDROME REDUX!

### QUEST LEVEL

**TYPE:** HUNTING QUEST  
**CONTRACT:** 300Z  
**REWARD:** 1100Z  
**PENALTY:** 500Z  
**TIME:** 50 MIN.  
**AREA:** DESERT ZONE  
**GOAL CONDITIONS:** SLAY 3 GENDROME  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** DESERT LORD

*A pack of monsters led by 3 Gendrome is causing trouble for us. Please hunt down and slay the 3 Gendrome.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Stun Sac	1	4%
Sm Monster Bone	2	20%
Genprey Fang	5	20%
Genprey Hide	4	20%
Sm Bone Husk	24	20%
Genprey Scale	4	15%
Genprey Fang	15	1%

## WALKTHROUGH:

Pack plenty of Cool Drinks to use on this expedition, as well as Well-Done Steaks, Potions, Paintballs, Flash Bombs and Smoke Bombs. This quest runs exactly like the Quest Level endeavor, "Slay the Gendrome!" Only this time, a third Gendrome appears. Use the same tactics described previously to deal with the alpha monsters and the minions they summon.



Gendromes summon plenty of Genprey to aid them in battle.



## FANG OF THE IODROME!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	1200Z
PENALTY:	400Z
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY 3 IODROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE ENVOY

*My village is under attack by a pack of loprey. The pack is led by 3 alpha monsters. Slay the poison-filled creatures for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lvl	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Poison Sac	1	1%
Sm Monster Bone	2	20%
Ioprey Fang	5	20%
Ioprey Hide	4	20%
Sm Bone Husk	24	20%
Ioprey Scale	4	15%
Ioprey Fang	15	4%

## WALKTHROUGH:

This quest provides a harsh introduction to the overall kings of the raptor type monsters, the poison spitting Iodromes. While tracking them is quite a bit like hunting Gendromes or Velocidromes, slaying them takes quite a bit more time. Craft an extremely powerful weapon to use on the Iodromes, to reduce the number of attacks required to kill each monster. Ten Antidotes may not be enough to cure poisoning, due to how frequently the pack can inflict a hunter with the status in this mission. Be sure to bring 10 Blue Mushrooms and 10 Antidote Herbs, so more Antidotes can be combined on the fly. Focus all attack efforts on the Iodromes, and perform a dodge roll between each successful blow to get away from surrounding loprey. Avoid becoming stationary, or the loprey may tear you apart.



*Iodrome are undoubtedly the hardest alpha raptors to kill. Stay moving to avoid sneak attacks by loprey.*

## WATER WYVERN IN THE DESERT

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	1400Z
PENALTY:	500Z
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE PLESIOTH
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PROUD HUNTER

*I found a giant Water Wyvern in a cave in the desert! I can't defeat it because it stays underwater. Slay it and the credit's yours!*

#### SUPPLY ITEMS:

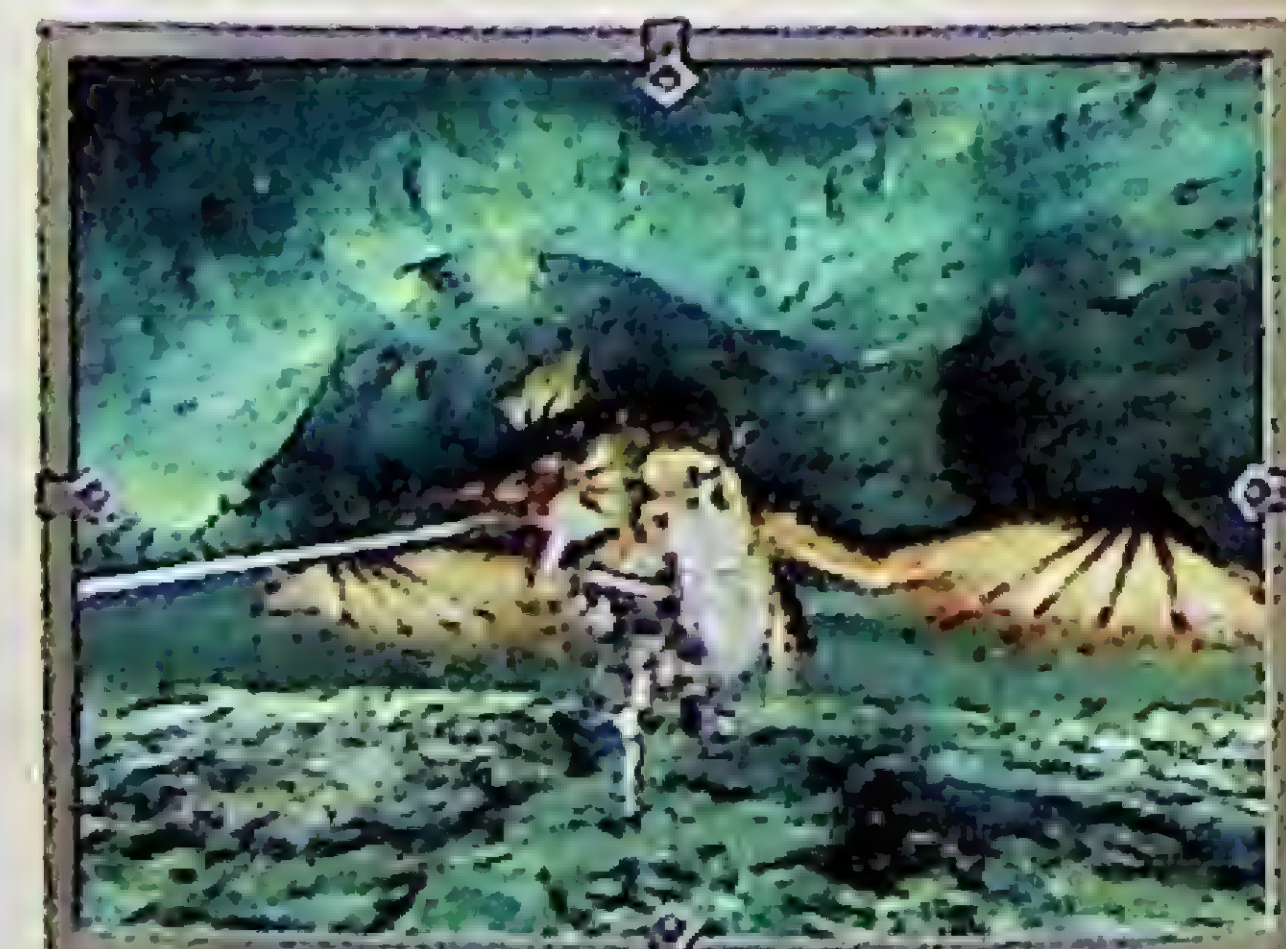
Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Sonic Bomb	2
Hot Drink	1
Hot Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Plesioth Fin	1	4%
Wyvern Claw	5	25%
Piscine Fang	2	25%
Piscine Jaw	1	25%
Lg Monster Bone	1	20%
Sm Lobstershell	1	1%

## WALKTHROUGH:

For this mission, purchase and bring three Hot Drinks, all the Sonic Bombs owned and a full supply of Frogs in addition to the normal wyvern hunting tools listed in the chapter titled, **A Hunter's Life**. The Plesioth dwells in the cave at Area 5, so use a few Rations and sprint directly to that area. After the Plesioth's dramatic entrance, the monster swims around the cave looking for opportunities to strike from offshore with its water breath. Use Hot Drinks to fight the effects of the cold in the cave and drop to the surface below. Slay any Genprey appearing in the cave, then set up a Pitfall Trap and Lg Barrel-Bombs in the middle of the area.



*Prepare traps before attempting to force the Plesioth out of the water.*

Run along the west edge near the water to draw the monster's attention. When the Plesioth rises halfway out of the water, it cocks its head to perform its water breath attack. Take a chance and toss a Sonic Bomb toward the monster. With any luck, the breath attack is interrupted and the monster flings itself out of the water. While it flops around in agony on the land, use the opportunity to attack the monster's body. When the Plesioth stands, it is so tall a Blademaster is only able to attack its legs. While attacking the legs still causes damage, but attacking the body is preferable. Once the creature



turns around to spot the hunter, run to the Pitfall Trap and try to get it to follow you there. Detonate the bombs to damage the trapped monster. Soon after the Pitfall Trap expires, the Plesioth will probably try to dive back into the water. Repeat the whole strategy over again.



Although the Plesioth is too tall to reach even with a Great Sword, damaging the monster's legs still gets the job done.

Whether slightly or sufficiently damaged, the Plesioth attempts to regain lost health by catching a few winks in a cave deep under the water. If the Plesioth swims east and appears to go to sleep, move to the edge of the water and use Frog as bait to lure the monster back to the edge. Once it sees it has been tricked, the monster becomes angry and begins to attack again. Repeat the same strategy for getting it out of the water, and attack it until it is slain. The Plesioth can take quite a bit more damage than a Rathalos or even a Rathian, so be patient and stay with it.

## BASARIOS: UNSEEN PERIL

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	1400Z
PENALTY:	500Z
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY THE BASARIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	SURVIVOR

*A wyvern attacked my expedition from out of the blue in the volcanic zone. Where did it come from? Please slay it!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Machalite Ore	1	15%
Sm Bone Husk	24	20%
Iron Ore	3	30%
Lg Monster Bone	1	30%
Poison Sac	1	4%
Machalite Ore	4	1%

#### SLAY BONUS MONSTER:

Item	Qty.	Chance %
Basarios Shell	1	75%
Iron Ore	12	25%

## WALKTHROUGH:

The Volcanic Zone is the most volatile and most inhospitable region in all the hunting zones, so pack well and prepare for some amazing sights. Bring plenty of Antidotes, plus Blue Mushrooms and Antidote Herbs to make more poison cures on the fly. Because the Basarios' scales are so hard to penetrate, bring extra Whetstones to sharpen blades.

The monster is in hiding in Area 2, buried a few feet in the ground. The creature masquerades as another large pile of rock, but explodes out of the ground when a hunter draws near. Use a Psychoserum to detect the monster's actual location, then setup a Pitfall Trap and some Lg Barrel-Bombs. Drive the monster out of the ground by tossing a Paintball or Sonic Bomb at it. The Basarios is mainly a ground wyvern that attacks by charging back and forth. Its girth makes dodge rolling out of the way at the last minute impossible, so start sprinting to one side or another when the monster is still a few yards away from impact. Goad the monster into running over the Pitfall Trap, then set off bombs to hurt it.



The Basarios pretends to be another rocky formation, waiting for ignorant hunters to casually walk by...

When the monster breaks free of the trap, move to the opposite side of the area and goad the monster into charging at the canyon walls. When the monster collides into the stone wall, it leaves its weak tail section exposed momentarily. This is the only weak spot on the monster, and thick scales that greatly reduce attack damage cover rest of its body. Strike the tail section once or twice, then move away to avoid instant retaliation. The Basarios defends itself from close range attacks by emitting a poison cloud. The cloud actually helps to exterminate the pesky Vespoids that constantly swarm in Area 2 as well.



Use Antidotes to cure poisoning if caught in the cloud emitted by the monster.

Several exploding flint stones are placed around Area 2. Stand behind a flint stone, so that the Basarios charges into the rock and damages itself in the resulting explosion. The blast may or may not be enough to halt the monster's charge, so prepare evasive maneuvers just to be safe. Goad the monster into at least three Pitfall Traps, and be sure to have enough explosives on hand to make trapping it worthwhile. The Basarios indicates weakness when it begins performing its beam-breath attack repeatedly. Hide behind real rocks in the area until it halts this strategy. Continue dodging its rushing attack and striking its tail section until the monster finally gives up the ghost.



## QUEEN OF THE DESERT

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	350Z
REWARD:	1800Z
PENALTY:	600Z
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	INFLUENTIAL NOBLE

*I have traveled far to find a hunter capable of ridding my lands of a troublesome wyvern. Please defeat the Rathian for us.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Flash Bomb	2
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Smoke Bomb	2
Normal S Lv1	1
Normal S Lv2	10
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Flame Sac	1	5%
Wyvern Fang	6	20%
Lg Monster Bone	1	19%
Rathian Spike	1	1%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA WING:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## SLAY THE RATHIAN!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	350Z
REWARD:	1900Z
PENALTY:	650Z
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	CHARITABLE MAN

*The monsters in the swamp zone are out of control, the Rathian in particular. I want you to hunt one down. Casualties are spiraling!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Flash Bomb	2
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Smoke Bomb	2
Normal S Lv1	1
Normal S Lv2	10
Binoculars	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Flame Sac	1	5%
Wyvern Fang	6	20%
Lg Monster Bone	1	19%
Rathian Spike	1	1%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA WING:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Slaying the Rathian is like slaying the Rathalos, except it has a greater tendency to spit three fireballs whenever it targets the hunter directly in front of it. Also, when a Flash Bomb is used against a Rathian, it flies into a defensive rage. Instead of attempting to hack it with a blade, use the opportunity to set up Pitfall Traps and Lg Barrel-Bombs for use after the monster recovers. Mark the monster with a Paintball to track it from area to area. The Rathian keeps to the northern regions of the Desert, mainly due to its preference to stay near water. If the Genprey or Apceros in an area get frisky and interfere, stay in the area after the Rathian has fled and clear the area of pests if possible.



*Attack the Rathian from the sides and rear as much as possible, to avoid massive damage from fire breath attacks.*

## WALKTHROUGH:

Time now to slay the Rathian in the jungle setting. The large numbers of lprey populating many areas of the Jungle make combatting the wyvern difficult. Try to avoid fighting the monster in Area 2 if possible. Once the Rathian is weakened to the point of limping, it attempts to flee to Area 6 to rest and recover. Pursue it there, set up Pitfall Traps and bombs, and wake it with a bang.



*Rathians perform rushing attacks at ground level more often than other attacks.*



## HORN OF THE MONOBLOS

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 800Z  
 REWARD: 3400Z  
 PENALTY: 1200Z  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY THE MONOBLOS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: ROYAL ENVOY

*Rumor has it the hunters here are among the best. A Monoblos has laid our soldiers low. Now we need your help. Slay it for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Sm Barrel-Bomb	2
Lg Barrel-Bomb	1
Normal S Lv2	10
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Monoblos Shell	1	15%
Sm Bone Husk	24	10%
Med Monster Bone	1	15%
Lq Monster Bone	1	25%
Monoblos Spine	1	10%
Blos Jaw	1	20%
Sm Bone Husk	48	4%
Lg Bone Husk	12	1%

#### SLAY MONOBLOS:

Item	Qty.	Chance%
Crimson Horn	1	100%

## WALKTHROUGH:

The Monoblos is by far the most aggressive wyvern encountered thus far. Bring the normal supplies for fighting a wyvern, along with plenty of Sonic Bombs, Smoke Bombs and extra Whetstones. Do not waste space carrying Pitfall Traps, because they are ineffective against this oversized rhino-wyvern. Start the quest, grab the supplies in the blue Supply Box and use a few Rations to increase Stamina if needed. Sprint through the north sections of the Desert to Area 10, where the Monoblos dwells. Mark the creature with a Paintball and sprint out of the way as it charges. Goad the monster into charging toward canyon walls. If the creature hits the canyon wall hard enough, its horn becomes stuck in the wall. Use the opportunity to strike it a few times from behind.



*Goad the monster into crashing into canyon walls, where it becomes stuck.*

Monoblos occasionally burrows under the sand. If marked by a Paintball early, there is no chance that it can spring up from the ground to surprise a hunter. Move a few feet toward it and toss a Sonic Bomb over its position. When driven to the surface, the monster writhes in agony for a few seconds. Attack it, or use opportunity to set bombs around it and detonate them. When goading the Monoblos to charge toward canyon walls, it is also possible to set Lg Barrel Bombs by the wall. After the hunter successfully dodges out of the Monoblos' charging path, the monster continues forward and strikes the wall at just the right height to impact the barrel and blow itself up.

If the Monoblos should burrow under the sand and disappear, look for it again in Areas 4, 3 and 1. Avoid pursuing the Monoblos into Areas 7 or 2 should it go there, because the Cephalos in the area and the arid conditions make survival impossible. Continue using the strategies listed above until the creature weakens.

## THE RUNAWAY DIABLOS

### QUEST LEVEL: URGENT

TYPE: HUNTING QUEST  
 CONTRACT: 800Z  
 REWARD: 3200Z  
 PENALTY: 1100Z  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY THE DIABLOS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: BORDER CAPTAIN

*A giant wyvern smashed the border-wall and ran into this area. We need to find and kill it before it causes any more trouble!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv3	10
Sm Bone Husk	5
Immunizer	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Blos Jaw	1	5%
Sm Bone Husk	24	5%
Med Monster Bone	1	20%
Lq Monster Bone	1	20%
Diablos Shell	1	25%
Blos Fang	1	10%
Diablos Tail	1	10%
Lq Bone Husk	24	4%
Sm Bone Husk	48	1%

#### SLAY BONUS MONSTER:

Item	Qty.	Chance%
Twisted Horn	1	95%
Majestic Horn	1	5%



## WALKTHROUGH:

This bonus quest becomes available in the Urgent Quest category after one piece of Monoblos armor is created and equipped. The Diablos is a larger, tougher version of the Monoblos. The creature first appears in Area 10, and all the same strategies from the "Horn of the Monoblos" quest applies. Use Demondrugs and Armorskins to increase the chances of success. Slaying the Diablos and clearing the quest unlocks a movie in the Gallery depicting the Diablos' habits.



*Diablos is bigger, stronger, and harder to dodge when it charges. If Monoblos left you gasping for breath, get out the oxygen mask!*

## THE SHADOW IN THE CAVE

### QUEST LEVEL: URGENT

**TYPE:** HUNTING QUEST  
**CONTRACT:** 700Z  
**REWARD:** 2250Z  
**PENALTY:** 800Z  
**TIME:** 50 MIN.  
**AREA:** SWAMP ZONE  
**GOAL CONDITIONS:** SLAY THE KHEZU  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** NOBLE LADY

*A child is lost in the caves. We want to rescue him, but a gray wyvern is in the area... Please slay the beast!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv3	10
Sm Bone Husk	5
Immunizer	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Flabby Hide	1	30%
Wyvern Fang	3	15%
Wyvern Claw	2	15%
Med Monster Bone	1	15%
Electro Sac	1	20%
Electro Sac	1	4%
Wyvern Fang	15	1%

## WALKTHROUGH:

This quest becomes available after all quest levels 1 through 5 are cleared, and at least one piece of Vespoid armor is created and equipped. Equip other armor that is strong versus Thunder and Dragon if possible, and bring plenty of Hot Drinks, Mega Potions and Demondrugs. Because Pitfall Traps do not work in caves, bringing them is ineffective against the Khezu. Bring plenty of Lg Barrel-Bombs, Large Barrels and Gunpowders, so that plenty of explosives are available.



*Angle the camera upward to spot the Khezu crawling across the ceiling.*

The Khezu dwells in the cave at Area 8 of the Swamp. Sip a Hot Drink before entering. Angle the camera upward, to view the ceiling of the cave. The Khezu likes to crawl silently across the ceiling and drop on top of unsuspecting hunters, crushing them with its full body weight. The Khezu is nearly blind, so Flash Bombs have no effect. When the monster senses the hunter at medium range in front of it, it emits three lighting balls that spread outward as they glide just above the ground. Avoid them by running inward between the glowing balls. The creature defends itself from close range attacks by emitting a cloud of paralyzing, damaging lightning. The creature is sluggish in movement, so it is easy to run behind the monster. The best way to attack is to dash in close and set up Lg Barrel-Bombs behind it. Place a Sm Barrel-Bomb to detonate them and then back away. If the monster roars while you are putting the bombs in place, abort and move away to avoid the defensive lightning cloud. The attack detonates the bombs sometimes, causing the Khezu to damage itself.



*Move between the electric orbs to avoid damage.*

Continue this practice until there are no more bombs of any type. Then take up a strategy of running behind the monster, striking once, and running away to avoid counterattack. With a little patience and good timing, the Khezu should start limping away. If the creature attempts to climb up to its nest in the cave, goad it out of there by tossing a Sonic Bomb toward its nest.



## HANDLE WITH CARE!

### QUEST LEVEL: URGENT

TYPE: GATHERING QUEST  
 CONTRACT: 500Z  
 REWARD: 3000Z  
 PENALTY: 1000Z  
 TIME: 50 MIN.  
 AREA: VOLCANIC ZONE  
 GOAL CONDITIONS: DELIVER 1 POWDERSTONE  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: ROYAL ARMORER

*We need large amounts of explosive to make Bowgun ammo. I want you to bring 1 Powderstone here to me. And be careful about it!*

#### SUPPLY ITEMS:

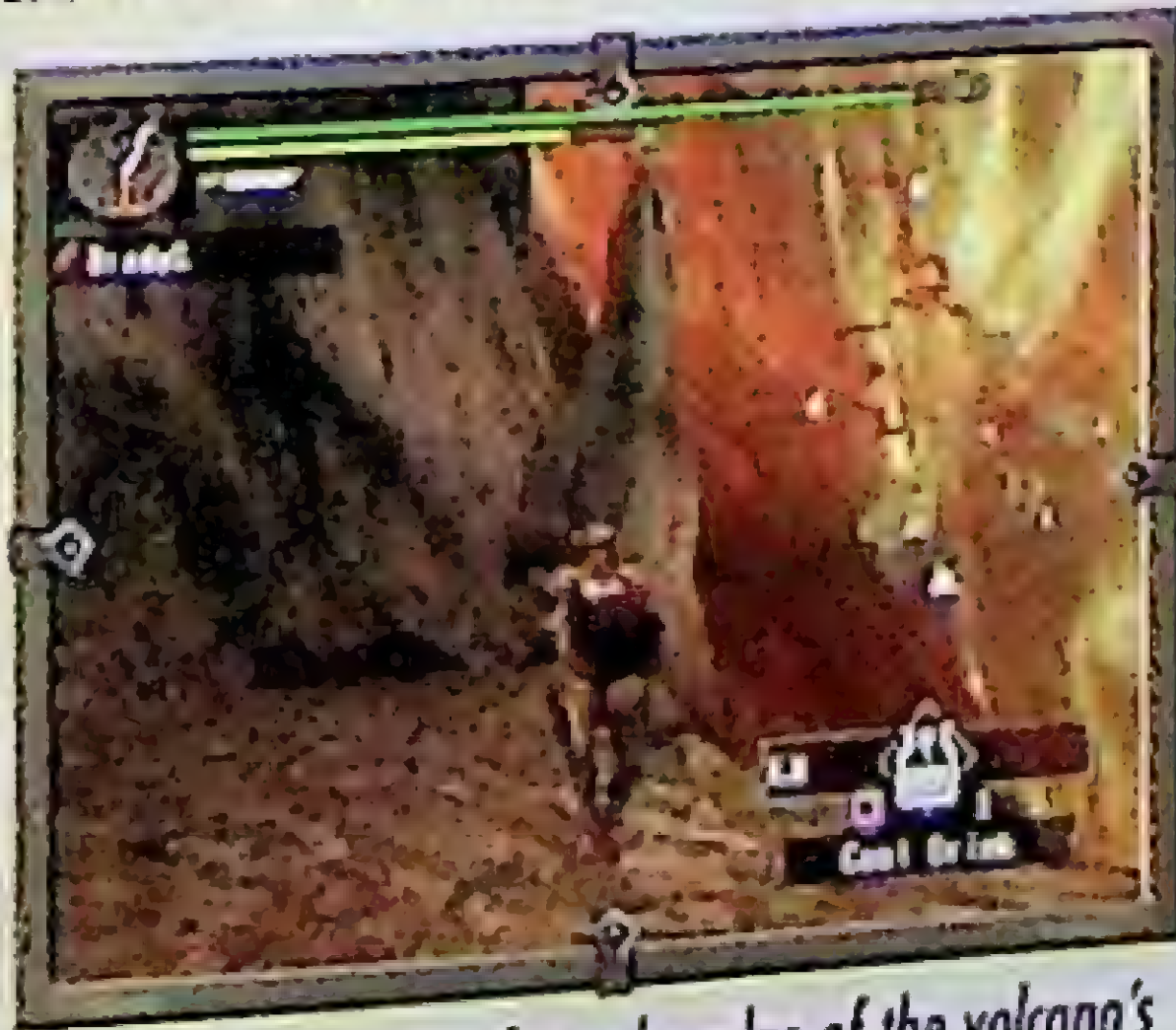
Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Commendation	1	1%
Machalite Ore	1	35%
Ruststone	1	5%
Ruststone	1	5%
Ruststone	1	5%
Ruststone	1	5%
Ruststone	1	5%
Fire Herb	10	20%
Lightcrystal	1	15%
Commendation	1	4%

## WALKTHROUGH:

This quest becomes available when all other quests are clear and one piece of Cephalos armor is created and equipped. Powderstone is found in only one location during this quest alone: At the very edge of the inferno. Use Rations to increase Stamina and Cool Drinks to resist the intense heat, then sprint all the way to Area 8 and search among the rocks in the northwest corner of the area. Find a Powderstone and carry it out of the area to trigger the appearance of all new sets of enemies. The path must now be cleared as much as possible between Area 7 and the campsite. Attack and slay all the enemies appearing in Areas 7, 6, 4 and 2 or Areas 7, 5, 3 and 1. Enemies such as Vespoids continuously respawn in certain areas, so waste no effort on them.



*Grab a Powderstone from the edge of the volcano's core, and try to get it back to the campsite.*

When the coast is clear, sprint back to Area 8 and procure another Powderstone. Be sure to increase Stamina and chug another Cool Drink first, because the trip back is still dangerous. Deliver one Powderstone to the campsite to clear this tricky quest.

## TERROR OF THE GRAVIOS

### QUEST LEVEL: URGENT

TYPE: HUNTING QUEST  
 CONTRACT: 800Z  
 REWARD: 3800Z  
 PENALTY: 1300Z  
 TIME: 50 MIN.  
 AREA: VOLCANIC ZONE  
 GOAL CONDITIONS: SLAY THE GRAVIOS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: TROUBLED NOBLE

*A fearsome Gravios has appeared amidst the magma and desolation of the volcanic zone. Slay the firebreather for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Sm Barrel-Bomb	2
Lg Barrel-Bomb	1
Normal S Lv2	10
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Gravios Shell	1	25%
Sm Bone Husk	48	10%
Lg Bone Husk	12	10%
Med Monster Bone	1	20%
Lg Monster Bone	1	20%
Sleep Sac	1	10%
Lg Bone Husk	24	4%
Wyvern Claw	24	1%

#### SLAY BONUS MONSTER:

Item	Qty.	Chance%
Gravios Shell	1	50
Flame Sac	1	50

## WALKTHROUGH:

This quest becomes available when the "Handle with Care!" quest described above is cleared. A Gravios is an adult version of a Basarios, although it does not pretend to be rocks and it utilizes the beam breath attack from the start. The monster first appears typically in Area 7 or Area 5 of the Volcanic Zone, so bring plenty of Cool Drinks to use on this quest. Use Pitfall Traps in areas where it is possible, and attack the monster from behind whenever possible. Clearing this quest unlocks a movie about the Gravios' habits in the Gallery.



*Gravios are much more frequent attackers than Basarios.*



# A TROUBLESOME PAIR

## QUEST LEVEL: URGENT

**TYPE:** HUNTING QUEST  
**CONTRACT:** 1240Z  
**REWARD:** 6400Z  
**PENALTY:** 2200Z  
**TIME:** 50 MIN.  
**AREA:** SWAMP ZONE  
**GOAL CONDITIONS:** SLAY THE RATHALOS AND RATHIAN  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** VILLAGE CHIEF

*My, how you've become a fine hunter! I have a job for you. I want you to hunt down a pair of wyverns, a Rathalos and a Rathian.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
Ration	2
Paintball	2
Huskberry	10
Normal S Lv3	10
Sm Bone Husk	5
Immunizer	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Rathalos Wing	1	5%
Rathian Scale	1	10%
Rathian Shell	1	10%
Rathalos Scale	1	10%
Rathalos Shell	1	10%
Med Monster Bone	1	5%
Lg Monster Bone	1	20%
Rathian Spike	3	10%
Rathalos Tail	1	10%
Wyvern Marrow	1	10%

### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	2	75%
Rathalos Shell	1	25%

### SLAY RATHALOS VIA WING:

Item	Qty.	Chance%
Rathalos Claw	2	75%
Rathalos Claw	1	25%

### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	2	75%
Rathian Shell	1	25%

### SLAY RATHIAN VIA WING:

Item	Qty.	Chance%
Rathian Claw	2	75%
Rathian Claw	1	25%

## WALKTHROUGH:

This quest becomes available after clearing all other quests in single player mode, including the other Urgent Quests in this section. At the start of the quest, the Rathalos is in Area 5 and the Rathian is in Area 9. Since Pitfall Traps do not work in marsh locations such as Area 5, go after the Rathian first. Try not to use all Pitfall Traps on one monster, and save some to use against the other. If the Rathalos comes to the Rathian's aid, mark both monsters with paint and return to the campsite to rest and gather more supplies. The Rathalos should eventually leave Area 9, and the Rathian usually stays put. Otherwise, use all the strategies detailed in other Rathian/Rathalos quests and in the previous chapter, **A Hunter's Life**. Clearing this quest adds a movie about the Rathian's habits to the Gallery. Upon returning to the village, speak to the Village Chief and all missing movies are also unlocked!



Go after the Rathian, the tougher of the two creatures, first.





# MULTIPLAYER ONLINE QUESTS

## MUSHROOM PICKING QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	0Z
REWARD:	600Z
PENALTY:	200Z
HR POINTS AWARDED:	40
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 15 SPECIAL MUSHROOMS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	HAPPY PEDDLER

*The Special Mushrooms around here sell for a fortune down south! I'd like you to pick 15 of them from the forest. I pay well. Whaddya say?*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

### REWARD MATERIALS:

Item	Qty.	Chance%
Flute	1	1%
Blue Mushroom	1	24%
Nitroshroom	1	25%
Toadstool	1	25%
Stunshroom	1	20%
Stunshroom	3	4%
Dragon Toadstool	1	1%

### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%

slay a Gypceros during a lower level quest, when the creature's Health and strength are lower than when the monster is encountered during upper level quests. As everyone searches for Special Mushrooms, communicate the number found with the other players. When the group has gathered items, mined fissures and accomplished a little fishing, head back to camp and deposit the required Special Mushrooms in the red Delivery Box.



## THE SCULPTOR'S ERRAND QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	800Z
PENALTY:	270Z
HR POINTS	AWARDED: 80
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 12 KELBI HORNS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE OLD SCULPTOR

*I make art using monster tusks and horns. Can you get me 12 Kelbi Horns? They're those deer-like monsters in the forest.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

### REWARD MATERIALS:

Item	Qty.	Chance%
Kelbi Hide	2	15%
Herb	1	25%
Sap Plant	1	25%
Kelbi Hide	1	30%
Honey	1	4%
Honey	1	1%

## WALKTHROUGH:

This is an easy quest for one or more hunters to use for material and supply gathering purposes. It also provides a chance for experienced players to show rookie hunters the ropes. This quest also provides a group with a chance to



## WALKTHROUGH:

Kelbi appear in Areas 2, 3, and 10. Try to slay a Kelbi with a powerful weapon in just one or two attacks. Otherwise, it begins prancing back and forth very quickly, making it harder to finish off. For greater success in carving a Kelbi Horn from a Kelbi carcass, position the character as close to the nose of the dead creature as possible. Use the additional time remaining on this quest to gather useful items, materials and supplies from all areas of the forest.



## IT'S PARTY TIME!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	0Z
REWARD:	400Z
PENALTY:	140Z
HR POINTS AWARDED:	40
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 10 PCS RAW MEAT
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PARTY ORGANIZER

*We're throwing a party at his lordship's home, but didn't order enough food! Can you bring us 10 pieces of Raw Meat right away?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flute	1	1%
Sap Plant	1	29%
Herb	1	25%
Herb	1	25%
Kut-Ku Scale	1	15%
Power Seed	1	4%
Power Seed	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Nothing could be easier for a group of hunters to do than to head to Areas 1 and 3, slaughter Aptonoths and carve Raw Meat from them. This is yet another easy quest for hunters to repeat often, for item gathering, mining and fishing, whenever supplies run low before more dangerous quests.

## ATTACK OF THE YIAN KUT-KU

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2400Z
PENALTY:	800Z
HR POINTS AWARDED:	210
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE YIAN KUT-KU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	NOVICE HUNTER

*That Yian Kut-Ku really made mincemeat out of me! It's out of my league, so I want you to hunt it down for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Shell	1	1%
Screamer	2	24%
Sm Monster Bone	5	25%
Med Monster Bone	1	25%
Screamer	3	20%
Kut-Ku Scale	4	4%
Flame Sac	1	1%

## WALKTHROUGH:

Like all monsters, the Yian Kut-Ku has a much higher amount of Health points in online mode. Do not undertake this quest alone! Join up with three other hunters that have some experience under their belts. Communicate before leaving the pub and make sure that all hunters are equipped with typical wyvern-hunting tools, such as Pitfall Traps, Nets, Trap Tools, Lg Barrel-Bombs, Sm Barrel-Bombs, Large Barrels and additional Gunpowders. Be sure also to take a full supply of Mega Potions, for staying healthy. After everyone rifles



through the Supply Box, head directly for Area 3. Clear the Aptonoths out of the northern section of the area and setup a Pitfall Trap in the open space between the Herb and Nitroshroom item locations. Place a piece of Raw Meat on the trap as a lure, and move away. Crouch to hide more effectively.



The Yian Kut-Ku should arrive in Area 3 shortly. If the trap is placed correctly, it should either fall into the trap upon landing or it will smell the Raw Meat and investigate. Once the creature is trapped, surround it with Lg Barrel-Bombs and detonate them with Sm Barrel Bombs. Then it is time to display skills and attack the monster head-on. Hunters should attack from all sides, striking the tail, the wings, and the head. Avoid striking the well protected legs, and dodge roll out from in front of the creature if possible. Try not to strike other hunters, so that they are not flung away from the monster and their attacks are not interrupted. Meanwhile, one player should move away, setup another Pitfall Trap and Barrel-Bombs, and blow a Flute to draw the monster's attention. If another player blows a Flute, stop attacking the Kut-Ku and head in the direction of the signaling player. The Kut-Ku certainly will. Keep a sharp eye on Health gauges and move away to heal if necessary. Everyone is dependent on one another not to die during this quest, or the bounty drops by a third.



When the monster begins limping, it usually attempts to flee to Area 4 and then the nest at Area 5. At the nest, it tries to regain some lost strength by sleeping. Clear the Velociprey out of the cave as quickly as possible, then set up traps around the dozing Kut-Ku and wake it up with an explosion. Goad it into the trap, surround it and attack the helpless beast from all sides. Avoid dying now at all times, because if the party finishes off the monster while you are trying to get back to Area 5, you might miss out on all the good carving!

## VELOCIPREY HUNT

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	100Z
REWARD:	1000Z
PENALTY:	340Z
HR POINTS AWARDED:	100
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 20 VELOCIPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	TOWN GUARD

*There's a group of 20 or so Velociprey in the forest attacking travelers. I want you to hunt them down and get rid of them.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance %
Velociprey Hide	2	25%
Sm Monster Bone	1	25%
Velociprey Fang	6	25%
Velociprey Scale	2	20%
Velociprey Fang	12	4%
Velociprey Fang	24	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Scale	1	75%
Rathalos Shell	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance %
Wyvern Claw	3	75%
Rathalos Claw	1	25%

## WALKTHROUGH:

Coordinate with teammates throughout this quest to make sure that no one slays the last Velociprey until everyone has completed all the mining, item gathering and fishing desired. Velociprey appear in areas 2, 3, 5, 8, and 9. When all of these are slain, groups of continuously respawning Velociprey appear in Area 10. Head there and continue chopping blue heads until the mission is complete.





## THE VELOCIPREY LORDS

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	100Z
REWARD:	1800Z
PENALTY:	600Z
HR POINTS AWARDED:	120
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY 3 VELOCIDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	TOWN GUARD

*There are 3 alpha Velociprey that seem to be guiding the rest. They're too large for us to handle. Can you get rid of them?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance %
Screamer	1	15%
Velociprey Fang	12	20%
Velociprey Hide	3	20%
Velociprey Scale	3	20%
Sm Bone Husk	12	20%
Screamer	1	4%
Velocidrome Claw	1	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Scale	1	75%
Rathalos Shell	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance %
Wyvern Claw	3	75%
Rathalos Claw	1	25%

then carve two pieces out of the Velocidrome's carcass. Another Velocidrome should soon appear in Areas 10 or 3, so spread out to try and mark the new boss monster.



## THE LADY GOURMET

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	1600Z
PENALTY:	540Z
HR POINTS AWARDED:	160
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	DELIVER 10 PISCINE LIVERS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE LADY GOURMET

*I travel the world for new tastes and flavors. Now I want to try the liver of a Piscine Wyvern. Please bring me 10 of these livers!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sonic Bomb	2
Sonic Bomb	2
Sonic Bomb	2
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Piscine Jaw	1	20%
Wyvern Claw	1	25%
Piscine Fang	1	25%
Med Monster Bone	1	25%
Burst Arrowana	10	4%
Bomb Arrowana	2	1%

## WALKTHROUGH:

Slaying Cephalos in the Desert Zone and carving their Piscine Livers is a quest-long objective that absolutely cannot be completed by one person. Every participant should bring along his or her own supply of Cool Drinks to use, because there's only one supplied for each hunter in the blue box. Stand near

## WALKTHROUGH:

Taking down a Velocidrome in a group is much easier than going it alone, in spite of the fact that the online version of the monster is stronger. Bring plenty of extra Paintballs along on this mission, and mark the alpha raptor so that all players may track its location. Also, bring Flash Bombs along on the quest to stun groups of Velociprey and prevent them from interfering with the slaying of their master. It is also not a bad idea to set Lg Barrel-Bombs among groups of stunned Velociprey, and watch the blue lizards fly! When the boss monster is down, quickly slay the remaining Velociprey together so that everyone may



the entrance of Area 2 and strike at the Cephalos' fins as they "swim" past. After chopping at each monster a few times, use a Sonic Bomb to bring them to the surface. Whenever a hunter causes a Cephalos to come out of the ground, everyone should break off whatever activities they are engaged in and help slay the visible monster. Cephalos have much higher Health points in the online game, and their attacks are stronger as well. These creatures are now too much for a lone hunter to handle, so be sure to team up and fight together.

Each time a Piscine Liver is carved, head back to the camp to deliver it and rest in the tent. Delivery of each Piscine Liver is important, so that the rest of the team can see exactly how many livers are still needed. Communicate and stay in contact. When a hunter has carved the last liver, decide whether there's enough time left to go foraging and mining for items in the rest of the Desert Zone.



## CRYSTAL HUNTING!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	2400Z
PENALTY:	800Z
HR POINTS AWARDED:	120
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	DELIVER 3 PCS SOOTSTONE ORE
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	GEM DEALER

*I heard a rumor that a vein of Sootstone has been discovered. To confirm it, I want you to obtain 3 pieces of Sootstone Ore.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Jewel Ticket	1	4%
Iron Ore	1	25%
Iron Ore	4	25%
Earth Crystal	1	25%
Earth Crystal	2	20%
Lightcrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance %
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Using pickaxes, Sootstone Ore can be mined from the rocks in the caves at Areas 7 and 11, so there are a couple ways to handle this mission. Either the team can work together or split up into groups of two. When the Sootstone Ore is mined from Area 7, the person carrying it should head quickly through Areas 6, 3, and 2 back to the campsite. Anyone accompanying the ore carrier should protect them by attacking enemies trying to knock the ore out of their hands. The idea is not to slay monsters, but to hit them enough times to allow the ore-carrier to escape to the next area. Stay close to the carrier, but avoid hitting them with weapons or the ore can be lost as well. Unlike the offline versions of this type of quest, monsters reappear continuously in the areas between the caves and the camp. So there is no purpose in dropping the first ore. Plus, the Gypceros hangs out in Areas 10, 5 and 2, attempting to prevent players from getting ore back to the camp. Whether the wyvern succeeds or not is up to the team. Escort ore-carriers back to base three times to complete this difficult mission.

## PANNING FOR GOLDENFISH

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	3000Z
PENALTY:	1000Z
HR POINTS AWARDED:	160
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	DELIVER 5 GOLDENFISH
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE COLLECTOR

*I'd do anything to get my hands on some legendary Goldenfish! I'm begging you to bring me 5 of them! Please!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Worm	5
Worm	5
Worm	5
Worm	5
Hot Drink	1
Hot Drink	1
Hot Drink	1
Hot Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Bomb Arrowana	2	8%
Firefly	10	20%
Rumblefish	10	20%
Pin Tuna	10	20%
Burst Arrowana	5	20%
Scatterfish	3	12%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance %
Rathian Scale	1	75%
Rathian Shell	1	25%

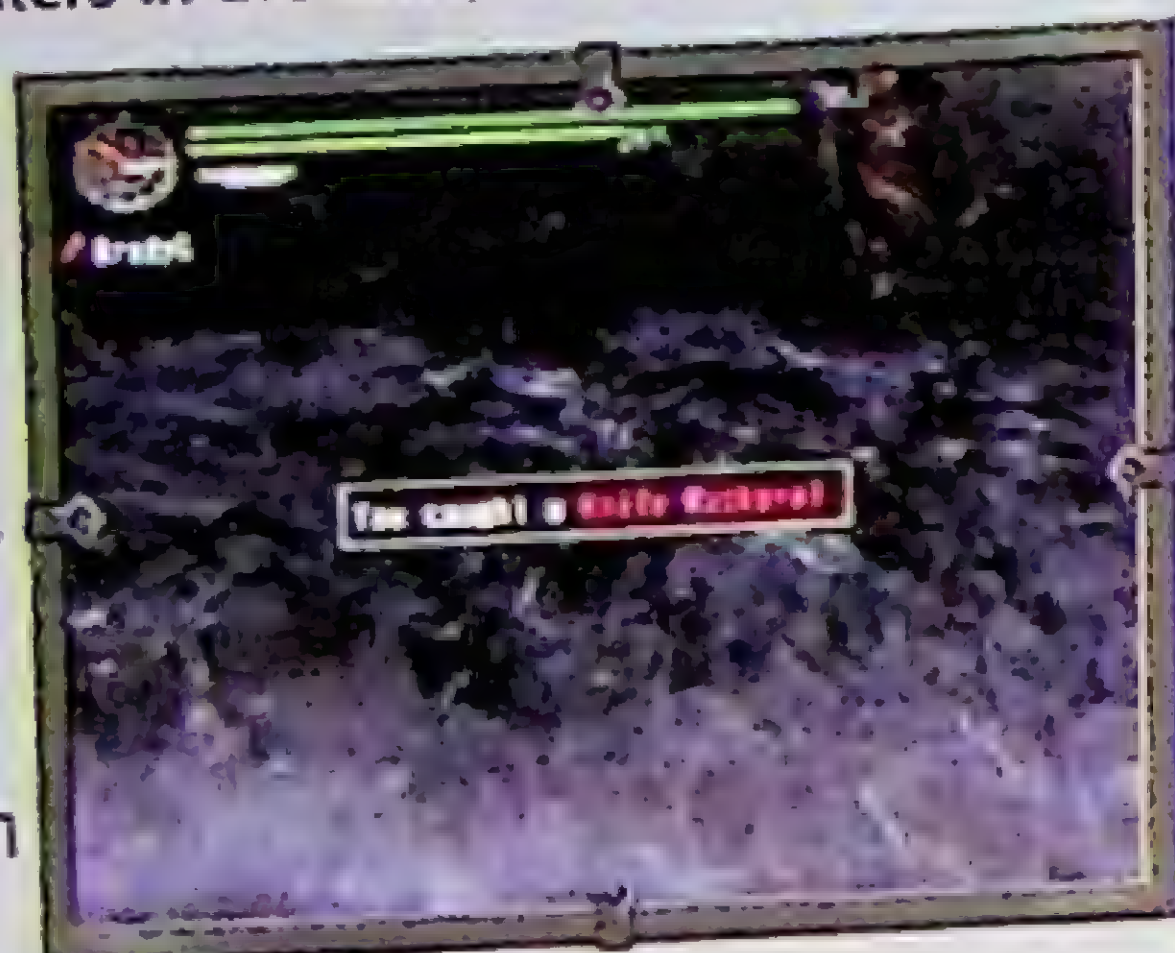
#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance %
Wyvern Claw	3	75%
Rathian Claw	1	25%



## WALKTHROUGH:

There is a small chance that a Goldenfish may appear in the cold and damp cave inside Area 7 of the Swamp. To make one appear, hunters must catch other fish in the water, triggering the release of new fish in the pond. Each hunter should bring a plentiful supply of all bait types, especially Goldenfish Bait. Hot Drinks aid in fighting the dankness of the cave as well. A Goldenfish appears yellowish-green in the dark waters in the cave, so continue fishing until one appears. Then use Goldenfish Bait to catch the Goldenfish, but yank the lure out of the water if other fish try to bite. Due to the rarity of Goldenfish appearance, a team of hunters may have to work for a full 50 minutes to catch five. But once five are caught, there's no reason not to keep fishing for more!



## ATTACK OF THE GIANT BUGS QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	100Z
REWARD:	1200Z
PENALTY:	400Z
HR POINTS AWARDED:	100
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY 50 VESPOID
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	LANDOWNER

*My plantation's under attack by giant bugs! They nest in the jungle, in a swarm of about 50. Take care of them for me!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

### REWARD MATERIALS:

Item	Qty.	Chance%
Vespoid Shell	1	40%
Vespoid Wing	1	40%
Monster Fluid	1	12%
Thunderbug	1	5%
Monster Fluid	2	2%
Thunderbug	2	1%

## WALKTHROUGH:

Vepoids and Hornetaurs infest just about every area of the Jungle, including the caves. Move from area to area, slaying the winged creatures while trying to avoid the crawling Hornetaurs. Keep an eye out for teammates that become paralyzed, and prevent crawling insects from inflicting additional hits. Check the Quest Info screen occasionally to see how many have been slain, and check with all other players before taking down the last wasp.



## JUNGLE MENACE QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2600Z
PENALTY:	870Z
HR POINTS AWARDED:	220
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE YIAN KUT-KU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE ENVOY

*I want you to hunt and kill the giant bird-like monster that has appeared in our jungle. It's wreaking havoc on our environment!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Webbing	1	1%
Screamer	2	24%
Sm Monster Bone	5	25%
Med Monster Bone	1	25%
Screamer	3	20%
Kut-Ku Scale	4	4%
Flame Sac	1	1%



## WALKTHROUGH:

The Kut-Ku first appears in Area 2. All players should join this quest fully prepared to take down the wyvern, bringing along the items listed in the chapter of this book titled **A Hunter's Life**. When wounded severely, the Kut-Ku may try to flee back to Area 6 for a little nap. Pursue it there, clear out Velociprey, set up traps and wake it up when it is time to finish the battle.



### THE MUSHROOM HUNT!

#### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	800Z
PENALTY:	270Z
HR POINTS AWARDED:	55
HR PENALTY POINTS:	15
TIME:	50
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 20 SPECIAL MUSHROOMS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE LADY GOURMET

*My doggie just looooves Special Mushrooms! I'd like you to bring me 20 of them. Please don't disappoint my precious little doggie!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance %
Flute	1	1%
Blue Mushroom	1	24%
Nitroshroom	1	25%
Toadstool	1	25%
Sunshroom	1	4%
Dragon Toadstool	1	1%
Dragon Toadstool	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance %
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Do not forget the additional mushroom gathering point in front of the idol's head in the southwest corner of Area 2, and collect Special Mushrooms at all the usual points. Coordinate with teammates to decide how many each player will turn in. All but one player should turn in the decided amount. Then, everyone can return to the field and continue searching for Special Mushrooms as well as other items. When all side-gathering goals are accomplished, communicate to the remaining player that it is time to turn his or her required quantity in. With this method, everyone gets to sell some extra Special Mushrooms when the quest ends!



### SHOW ME YOUR COOKING SKILLS!

#### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	800Z
PENALTY:	270Z
HR POINTS AWARDED:	50
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 15 WELL-DONE STEAKS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE EXPLORER

*Our expedition got lost. I made it out, but the team is totally out of supplies! Please deliver 15 Well-Done Steaks for them!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Portable Spit	1
Portable Spit	1
Portable Spit	1
Portable Spit	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Flute	1	1%
Herbal Medicine	1	24%
Herbal Medicine	1	25%
Power Seed	1	20%
Armor Seed	1	25%
BBQ Ticket	1	4%
BBQ Ticket	1	1%

## WALKTHROUGH:

Because no Rations are provided on this quest, wise hunters can prepare in advance by cooking 10 Well-Done Steaks on another quest. Bring another 10 Raw Meats to cook. Either turn in the 10 Well-Done Steaks immediately, or use them to maintain energy while searching for items and mining in the jun-



gle areas and caves. A few Aptonoths graze in Area 2, but a great many are feeding in Area 8. After slaying and carving the ones near camp, head directly to Area 8 and slay as many more as needed to acquire 10 Raw Meats. Roll out the Portable Spits and cook the required number of Well-Done Steaks. Deliver a portion when everyone decides they are finished with this quest.



## GYPCEROS: VENOMOUS TERROR

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	250
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE GYPCEROS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FARMER

*The fields all around the town are getting torn to shreds by a gigantic bird-like monster with poison. Exterminate it for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	1%
Med Monster Bone	1	24%
Sm Monster Bone	5	25%
Wyvern Fang	3	25%
Wyvern Claw	1	20%
Poison Sac	1	4%
Lightcrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Chat before leaving the pub to ensure that everyone participating in the quest is carrying the appropriate supplies required for slaying any wyvern. Keep in mind that the Gypceros emits bright light from the crystal on its head, which is capable of stunning all hunters in an area. Stun can be avoided by facing a canyon wall or guarding with a Great Sword at the moment of the attack. Goad the Gypceros into falling into a Pitfall Trap, then setup bombs around it and detonate them. While the monster is trapped and lower in height, try to strike its head to destroy the crystal on top. Success in this prevents the monster from stunning hunters. When seriously wounded, the monster attempts to feign death. Unless the quest end message appears, do not be fooled. Stay back and toss Paintballs or Stones to wake up the monster for the final round of battle.

## RAID THE WYVERN'S NEST

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	180Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	140
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 3 WYVERN EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	ROYAL CHEF

*Ever eaten a Wyvern Egg? They're a delicacy only found inside wyvern nests. Bring me 3 of the eggs, and I'll pay you handsomely.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance%
Egg Ticket	1	1%
Honey	1	25%
Power Seed	1	25%
Armor Seed	1	25%
Nutrients	1	20%
Egg Ticket	1	4%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Wyvern Claw	3	25%



## WALKTHROUGH:

The trick here is to find the Rathalos early in the quest and mark it with paint. Thereafter, it is easy to spot the safe way out of the cave at Area 5 by noting the Rathalos' position on the map. Velociprey enemies respawn constantly in Area 2, so at least one or two hunters should protect the egg-carrier from attack by bashing aside the enemies. Deliver three wyvern eggs to the campsite to clear this tricky quest.



## ATTACK OF THE RATHIAN QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	3600Z
PENALTY:	1200Z
HR POINTS AWARDED:	310
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	CARAVAN LEADER

*My caravan was wiped out by a she-wyvern. I'll pay you whatever you ask to destroy the foul creature! You are our last hope!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance %
Rathian Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Flame Sac	1	5%
Wyvern Fang	6	20%
Lq Monster Bone	1	15%
Rathian Spike	1	1%

### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance %
Rathian Shell	1	75%
Rathian Scale	1	25%

### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance %
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Bring a full supply of Antidotes along on this quest to cure the effects of poisoning inflicted by the wyvern. Being a water-loving creature, the Rathian strictly adheres to Area 9. The monster often performs rushing attacks, so goading it into a Pitfall Trap shouldn't be difficult. When the Rathian is facing the other members in your party, setup a Pitfall Trap and then grab the monster's attention by attacking it from the side or blowing a Flute. When a Flash Bomb is used against a Rathian, approaching becomes difficult because the monster rages and flies into a frenzied self-defense mode. If a Flash Bomb successfully stuns the monster, set up Barrel-Bombs around it and detonate them. The scales on the front end of the monster are quite a bit difficult to hack through, so attack mainly by slicing through its wings and tail. When the creature becomes weak and begins limping, attack its neck in an effort to cut its head off, which slightly improves the quest rewards. The Rathian is not one to flee to the cave, but it may retreat to Area 4 occasionally. Stay in Area 9 and use the down time to make new explosives and Pitfall Traps. Surprisingly, the creature returns to Area 9 soon, and the battle may resume.





## QUEEN OF THE DESERT QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 300Z  
 REWARD: 3600Z  
 PENALTY: 1200Z  
 HR POINTS AWARDED: 330  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY THE RATHIAN  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: YOUNG HUNTER

*A fire-breathing she-wyvern I was chasing nearly burned me to a crisp in the desert! Please hunt this Rathian down and kill it!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

### REWARD MATERIALS:

Item	Qty.	Chance %
Rathian Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Flame Sac	1	5%
Wyvern Fang	6	20%
Lg Monster Bone	1	19%
Rathian Spike	1	1%

### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance %
Rathian Shell	1	75%
Rathian Scale	1	25%

### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance %
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Again, the Rathian's preference for wet areas causes it to stay mainly in Areas 1, 3 and 4 of the Desert. Pitfall Traps may be difficult to set up in some of these areas, so use Flash Bombs to send the creature into rage mode often. Then place Lg Barrel-Bombs behind the flailing monster and detonate them. Cure poison status with Antidotes.



## THE LAND SHARK QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 250Z  
 REWARD: 3000Z  
 PENALTY: 1000Z  
 HR POINTS AWARDED: 260  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY THE CEPHADROME  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: OASIS TOWN CHIEF

*A villager was tracking a pack of monsters, but lost sight of them in the desert. Please find the leader of the pack and kill it for us.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sonic Bomb	2
Sonic Bomb	2
Sonic Bomb	2
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

### REWARD MATERIALS:

Item	Qty.	Chance %
Piscine Jaw	1	20%
Wyvern Claw	5	25%
Piscine Fang	1	25%
Lg Monster Bone	1	10%
Med Monster Bone	2	15%
Burst Arrowana	10	4%
Bomb Arrowana	2	1%



## WALKTHROUGH:

This quest plays exactly like the one described in the **Single Player Offline Quest** chapter, except that the Cephadrome has quite a bit more health points than in the offline game. If all participants bring a large number of Sonic Bombs, keeping the monster out of the sand and writhing on the surface shouldn't be a problem. Whenever the monster is driven out of the sand, quickly set up Lg Barrel-Bombs around it and set them off as the creature rises. Be sure to mark the Cephadrome so that if it attempts to rest or flees momentarily to another area, it can be tracked. Everyone needs a full compliment of Cool Drinks and Mega Potions to stay healthy while hunting this beast, because both it and the other Cephalos in Area 7 give hunters a run for their money!



## SLAY THE GENPREY!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	100Z
REWARD:	1200Z
PENALTY:	400Z
HR POINTS AWARDED:	140
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY 20 GENPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	INJURED SOLDIER

*I'm too injured to go on. I'd like you to find and kill 20 Genprey in the desert for me. Watch out, they can paralyze you...!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Genprey Hide	2	25%
Sm Monster Bone	1	25%
Genprey Fang	3	25%
Genprey Scale	2	20%
Genprey Fang	6	4%
Genprey Fang	15	1%

#### SLAY THE DIABLOS:

Item	Qty.	Chance %
Twisted Horn	1	95%
Majestic Horn	1	5%

## WALKTHROUGH:

This is a fairly decent quest to use in exploring the desert. Search for plenty of items and mine for materials while moving from area to area, hacking up Genprey and flinging them into small body piles. A powerful Great Sword is good at chopping several Genprey at once, and also reduces the number of attacks required to kill one of these leaping lizards. Stick with other hunters, and do not wander off alone. If a hunter is paralyzed by a Genprey's attacks, another hunter can ward off Genprey that would take advantage of the victim's incapacitated state.

## LEADERS OF THE GENPREY

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	150Z
REWARD:	2200Z
PENALTY:	740Z
HR POINTS AWARDED:	160
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY 3 GENDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	DESERT LORD

*3 Gendrome and their pack have long been menacing this area. Please destroy the Gendrome to disperse the pack for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Genprey Hide	3	20%
Sm Monster Bone	1	20%
Genprey Fang	4	20%
Sm Bone Husk	12	20%
Genprey Scale	3	15%
Genprey Fang	10	4%
Stun Sac	1	1%



## WALKTHROUGH:

Three Gendrome appear in the desert, one at a time. A Gendrome usually appears in Areas 3, 4 or 10, and may flee to any area of the map. Be sure to mark it with paint for easy tracking by all in the hunting party. Fight the creature and the Genprey it summons as a group of teammates, so that if one hunter is paralyzed they can be protected from additional damage by others. Use Flash Bombs to stun entire groups of Gendrome and Genprey alike, then set Lg Barrel-Bombs among them and blow up the entire group!



## WALKTHROUGH:

The entire group should proceed to the cave in Area 8 of the Desert, where the Apceros nest lies. The monsters provide heavy resistance against hunters attempting to steal their eggs, so one hunter should steal an egg from the depression in the cave floor while others attack the Apceros. When the egg-carrier leaves the cave, everyone should follow and protect him or her against Genprey swarming outside the cave. The egg-carrier should move along the south canyon walls in Areas 7 and 2, heading back to camp. Deliver three eggs in this manner while avoiding the horrible Diablos, and the quest shouldn't be too difficult to clear.



### APCEROS EGG HUNT

#### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	180Z
REWARD:	3200Z
PENALTY:	1070Z
HR POINTS AWARDED:	150
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	DELIVER 3 HERBIVORE EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FAMOUS SCHOLAR

*I am studying the ecology of the Apceros. I need 3 eggs for my research, but I am too weak to get them! Can you bring them to me?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Egg Ticket	1	4%
Cactus Flower	1	25%
Power Seed	1	25%
Armor Seed	1	25%
Unknown Skull	1	20%
Unknown Skull	1	1%

#### SLAY THE DIABLOS:

Item	Qty.	Chance%
Twisted Horn	1	95%
Majestic Horn	1	5%

### TROUBLE IN THE SWAMP

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	150Z
REWARD:	1200Z
PENALTY:	400Z
HR POINTS AWARDED:	100
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY 15 BULLFANGO
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	SWAMP MINER

*The swamp animals have been unruly lately, especially the Bullfango. I've been asked to hunt down 15 of them. Can you help me out?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance%
Bullfango Pelt	2	15%
Antidote Herb	1	25%
Sap Plant	1	25%
Bullfango Pelt	1	30%
Honey	1	4%
Honey	1	1%

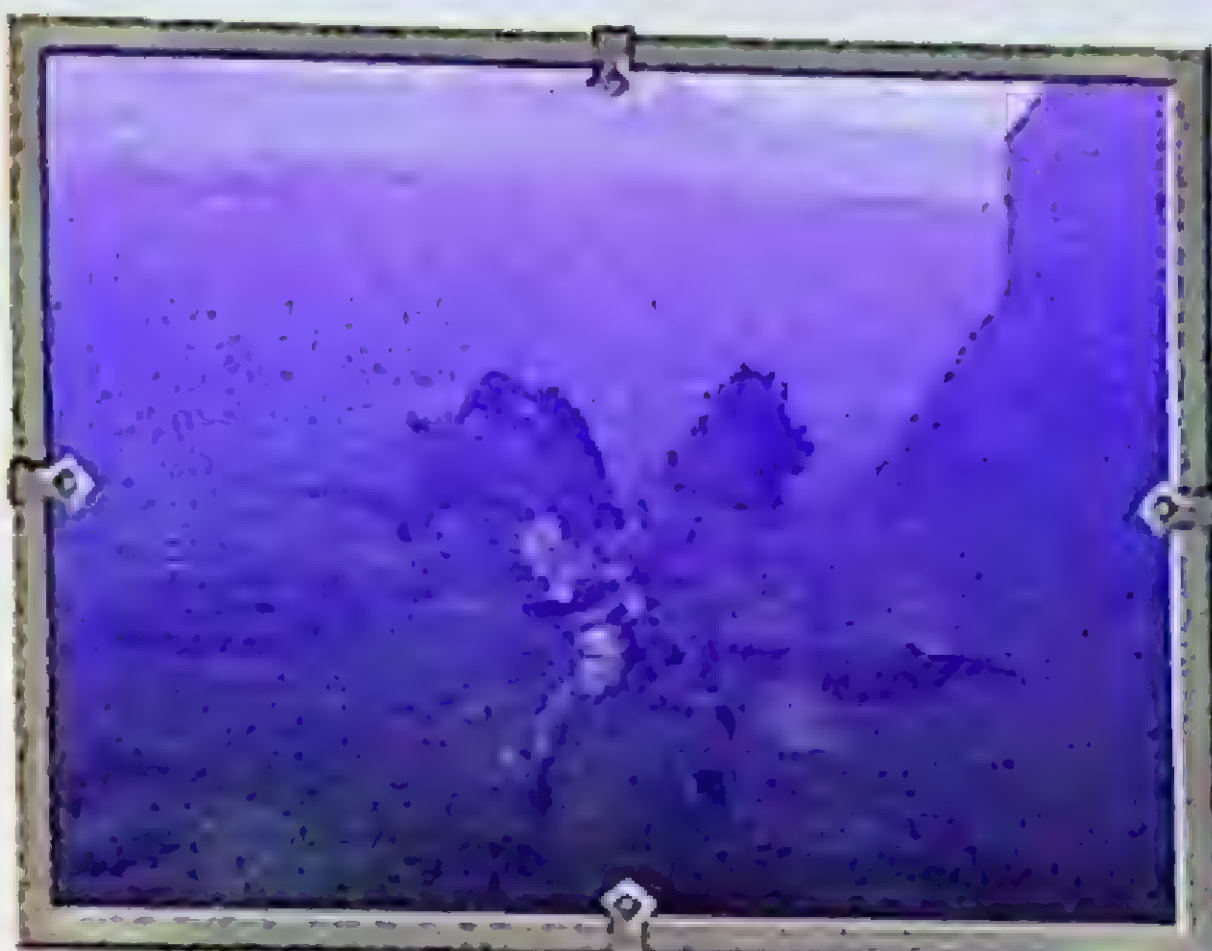
#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%



## WALKTHROUGH:

Bullfango appear in most areas of the Swamp, including the caves at Areas 7 and 11. For maximum ease, the hunters should move from area to area in a coordinated effort. With so many targets in a single zone, the Bullfango are forced to fight hunters almost one on one. Guard against rushing attacks, then chase after the monsters and deliver a few blows before moving away to avoid counterattack. This quest also provides plenty of time for the group to search for items and mine for minerals, so be sure not to slay the last monster until everyone in the party has finished side activities.



## TROUBLE IN THE SWAMP

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	260
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE GYPCEROS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	GOOD HUNTER

*I thought I was doing well against that creature in the swamp zone, but it was just playing dead! Hunt it down for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance %
Rubbery Hide	1	1%
Med Monster Bone	1	24%
Sm Monster Bone	5	25%
Wyvern Fang	3	25%
Wyvern Claw	1	20%
Poison Sac	1	4%
Lightcrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance %
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Time now to slay a Gypceros in the Swamp. Since Pitfall Traps cannot be used in many marshy areas, it is best not to fight the creature there. Mark the creature and wait in safe areas, or go item gathering while it storms the marshlands. Watch the onscreen map until the creature moves to solid ground locations such as Area 2, 4, and 9.



## GET ME SOOTSTONE ORE!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	140
HR PENALTY POINTS:	15
TIME:	50
AREA:	SWAMP ZONE
GOAL CONDITIONS:	DELIVER 3 PCS SOOTSTONE ORE
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	GREEDY MERCHANT

*I never get sick of gems! I hear that Sootstone Ore can be found around here. Bring 3 pieces of it to me for a hefty reward.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Jewel Ticket	1	4%
Iron Ore	1	25%
Iron Ore	4	25%
Earth Crystal	1	25%
Earth Crystal	2	20%
Lightcrystal	1	1%

#### SLAY THE BASARIOS:

Item	Qty.	Chance %
Iron Ore	8	75%
Basarios Shell	1	25%

## WALKTHROUGH:

This quest is the same as the Quest Level quest titled "Crystal Hunting!" Use the same tactics to achieve a better reward.



# SLAY THE GENDROME!

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	150Z
REWARD:	2000Z
PENALTY:	670Z
HR POINTS AWARDED:	170
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY 3 GENDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	AMBITIOUS NOBLE

*My caravans are being hit by Genprey. 3 Gendrome are leading the pack. Kill them and make the roads safe again for all!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

### REWARD MATERIALS:

Item	Qty.	Chance%
Genprey Hide	3	20%
Sm Monster Bone	1	20%
Genprey Fang	4	20%
Sm Bone Husk	12	20%
Genprey Scale	3	15%
Genprey Fang	10	4%
Stun Sac	1	1%

### SLAY RATHIAN VIA HEAD:

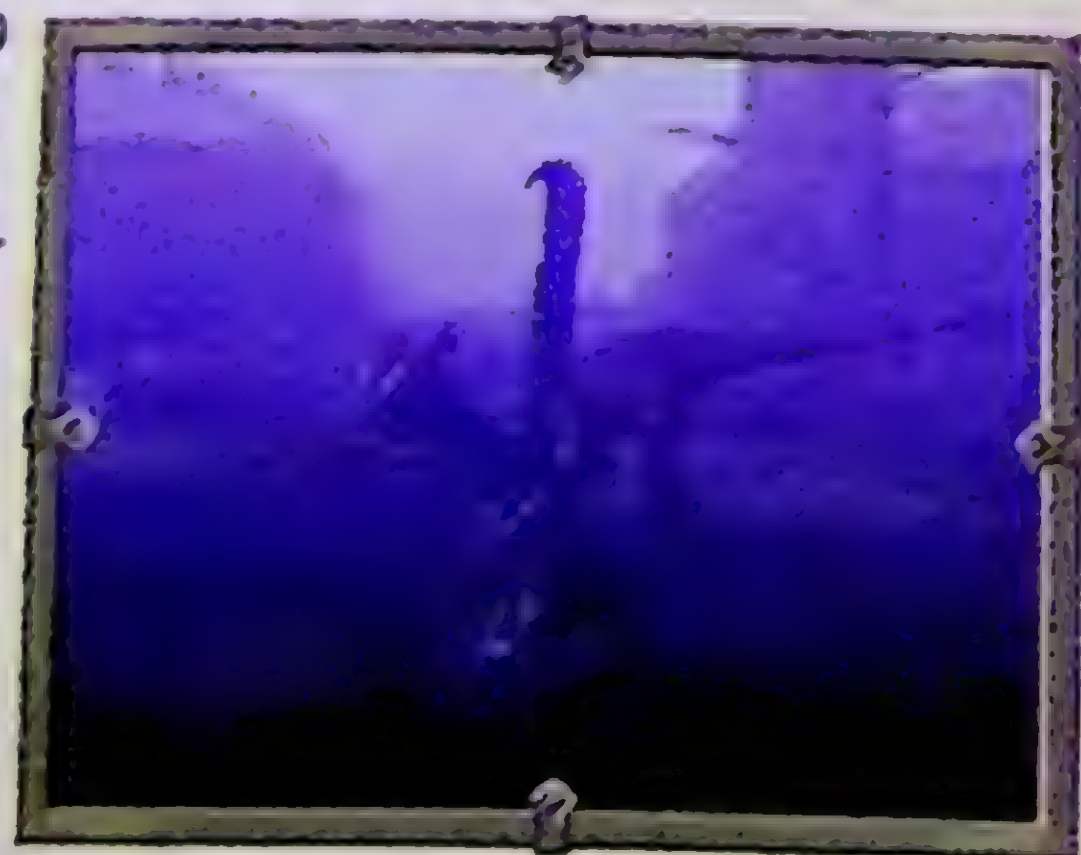
Item	Qty.	Chance%
Rathian Scale	1	75%
Rathian Shell	1	25%

### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Wyvern Claw	3	75%
Rathian Claw	1	25%

## WALKTHROUGH:

This quest is the same as the previously described quest, "Leaders of the Genprey". Only now, the Gendrome appear in the Swamp area, and the number of Genprey a Gendrome can summon to its aid seems a bit reduced. Gendromes typically appear first in Areas 5, 9 and 4. But to locate the alpha monster quickly, as well as the Rathian that tends to interfere, use a Psychoserum.



# RE-SUPPLY THE DRAGONATOR

## QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	1400Z
PENALTY:	470Z
HR POINTS AWARDED:	90
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	DELIVER 15 PCS COAL
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

*We have installed a steam-powered spear cannon to repel monsters, but we need Coal to power it! Please bring us 15 pieces of it.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Machalite Ore	1	1%
Iron Ore	1	24%
Iron Ore	2	25%
Earth Crystal	2	25%
Disk Stone	3	20%
Machalite Ore	2	4%
Machalite Ore	4	1%

### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Sleep Sac	1	25%

## WALKTHROUGH:

For a party of experienced hunters to find 15 pieces of Coal in the Volcanic Zone through mining is quite easy. Everyone just needs to prepare well by bringing along full supplies of pickaxes and Cool Drinks, to help cope with the acrid air. Use Pickaxes to mine at the locations marked on the maps in this guide, in Areas 1, 2, 3, 5, 6, and 8. Note however that one of the mining locations in Area 8 supplies an infinite amount of ores, including Coal. More than a hunter can mine with ten or eleven pickaxes! Decide before starting the quest, or at the outset, how many pieces each hunter will deliver to the box. When all hunters have accumulated this much Coal, deliver it. One



hunter should hold off on delivery until everyone has explored the zone and mined another full load of Coal. When the mission is completed, extra Coal sells automatically for 60z apiece, giving everyone a nice bonus!



## BASARIOS: UNSEEN PERIL

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	270
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY THE BASARIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	UPSET HUNTER

*The area was totally barren, but then I was attacked out of the blue! It had to have been a wyvern. Slay it for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Machalite Ore	1	15%
Sm Bone Husk	24	20%
Iron Ore	3	30%
Med Monster Bone	1	30%
Machalite Ore	2	4%
Machalite Ore	4	1%

#### SLAY THE BASARIOS:

Item	Qty.	Chance%
Basarios Shell	1	75%
Iron Ore	8	25%

## WALKTHROUGH:

Bring plenty of Antidotes to cure poisoning on the excursion. Navigate to Area 2 and use a Psychoserum to locate the monster, which burrows into the ground and disguises itself as another mound of rock. Move just close enough to make the monster jump out of the ground, but stay far enough away to avoid damage. Avoid attacking the monster at close range for too long, or it emits a cloud of poisonous gas to defend itself. The poison cloud certainly takes care of pesky Vespoids that might be getting in the way sometimes. Ignore the insects, and allow the monster to charge back and forth across the area. Sprint out of its path, and then pursue it as it crashes into the canyon wall. Attack its weak hind section, where blades and bullets can actually penetrate. If the monster seems to be looking at you, move behind one of the flint rocks in the area so that the monster collides with the rock and suffers explosion damage. Setup Pitfall Traps in the area, then stand on the traps and goad the monster into an ambush. Only a lot of Mega Potions and Whetstones can keep hunters spirits up while fighting this heavily plated creature.





# SLAY THE GYPCEROS!

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	250Z
REWARD:	3000Z
PENALTY:	1000Z
HR POINTS AWARDED:	260
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE GYPCEROS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	GUARDED MERCHANT

I saw a gigantic bird-like monster deep in the jungle! I can't do business with a thing like that in there! Please find it and kill it!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	1%
Med Monster Bone	1	24%
Sm Monster Bone	5	25%
Wyvern Fang	3	25%
Wyvern Claw	1	20%
Poison Sac	1	4%
Lightcrystal	1	1%

### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Stone	5	99%
Lightcrystal	1	1%

## WALKTHROUGH:

Time now to take on a Gypceros in the Jungle Zone. Use all the methods and tools available to trap and damage the wyvern. Aim for its head and smash the light crystal as soon as possible to prevent it from stunning hunters anymore. The monster pretends to be dead when it becomes weak. Do not be fooled!



# MORE COAL PLEASE

## QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	100Z
REWARD:	1400Z
PENALTY:	470Z
HR POINTS AWARDED:	90
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 15 PCS COAL
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

We need Coal to power our spear cannon. It can be found in the jungle. The more fuel the better, so please bring us 15 pieces!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Machalite Ore	1	1%
Iron Ore	1	24%
Iron Ore	2	25%
Earth Crystal	2	25%
Disk Stone	3	20%
Machalite Ore	2	4%
Machalite Ore	4	1%

## WALKTHROUGH:

Rocky gorges in the Jungle now provide Coal when probed with a pickaxe. The ore location in Area 10 contains an unlimited supply of Coal and other ores that can be mined as long as pickaxes hold out. As in other item gathering missions, coordinate efforts so that all but one or two Coal pieces are delivered. Then continue mining Coal to earn a hefty bonus at the end of the quest.





# SLAY THE RATHALOS!

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	180Z
REWARD:	4400Z
PENALTY:	1470Z
HR POINTS AWARDED:	380
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE RATHALOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE KINDLY LORD

*I request the assistance of any and all hunters to find and destroy the Rathalos that has appeared near here. Reward offered.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance %
Rathalos Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Rathalos Webbing	1	5%
Wyvern Fang	6	20%
Lq Monster Bone	1	19%
Wyvern Marrow	1	1%

### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Shell	1	75%
Rathalos Scale	1	25%

### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance %
Rathalos Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Pack up a full supply of Antidotes as well as the usual wyvern-hunting supplies. After rummaging through the Supply Box near camp, use a few Rations to increase Stamina and race toward Area 3. Clear the Aptonoths out of the way, set up a Pitfall Trap, and decorate it with a piece of Raw Meat near the wyvern landing spot in the north part of the area. Then move into the shadows and crouch to hide. If the wyvern lands in the Pitfall or takes the bait, quickly rush out and detonate explosives around it. Then surround and attack

the monster from all sides, until someone can setup another trap. Then lead the monster toward the trap and pound it with more explosives. Pursue the creature if it flees to Areas 4 or 2, or to Area 5. Finally, setup traps around the monster while it attempts to rest in the cave, and slay it on its home turf.



# THE RUNAWAY DIABLOS

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	4400Z
PENALTY:	1470Z
HR POINTS AWARDED:	400
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE DIABLOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BORDER CAPTAIN

*A giant wyvern smashed the border-wall and ran into this area. We need to find and kill it before it causes any more trouble!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

### REWARD MATERIALS:

Item	Qty.	Chance %
Diablos Shell	1	5%
Blos Jaw	1	5%
Sm Bone Husk	24	20%
Med Monster Bone	3	25%
Lq Monster Bone	1	40%
Lq Bone Husk	8	4%
Sm Bone Husk	48	1%

### SLAY THE DIABLOS:

Item	Qty.	Chance %
Twisted Horn	1	95%
Majestic Horn	1	5%



## WALKTHROUGH:

The Diablos is too large to fall into a Pitfall Trap, so bring only explosives, Flash Bombs, Smoke Bombs and Sonic Bombs to help slay the creature. The monster initially appears in Area 10, 4 or 3. During combat it may flee to Areas 7 or 2, where the constant presence of Cephalos and the width of the area make it difficult to slay the Diablos. Instead, fight it only in the northern areas. As a group, attempt to goad the monster into dashing toward canyon walls. It is possible that its horns may become stuck in the wall, providing hunters with ample opportunity to hack at its vulnerable backside while its defense is reduced. When the monster burrows underground, look for steam emitted from the creature's blow hole, or mark the monster with paint and track it. Toss a Sonic Bomb over its location to bring it out of the ground, writhing. Set up Lg Barrel-Bombs around the monster and detonate them before the thing gets back up on its feet.



## THE LAND SHARK

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	280
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE CEPHADROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	OASIS TOWN CHIEF

A villager was tracking a pack of monsters, but lost sight of them in the desert. Please find the leader of the pack and kill it for us.

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Piscine Jaw	1	15%
Wyvern Claw	1	25%
Piscine Fang	1	25%
Med Monster Bone	1	15%
Burst Arrowana	10	15%
Bomb Arrowana	2	4%
Cephalos Fin	1	1%

## WALKTHROUGH:

This quest plays out exactly like the Level quest of the same name. Use the tips outlined there, as well as more in-depth descriptions in the **Monsters** chapter to slay the Cephadrome.

## THE SHADOW IN THE CAVE

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	3800Z
PENALTY:	1270Z
HR POINTS AWARDED:	300
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE KHEZU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	OLD GEOLOGIST

We were exploring a cave near here, but stumbled on this disgusting blob-like monster! Get rid of it and save our research!

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flabby Hide	1	1%
Wyvern Fang	7	24%
Wyvern Claw	4	25%
Med Monster Bone	2	25%
Electro Sac	1	20%
Electro Sac	1	4%
Wyvern Fang	20	1%



## WALKTHROUGH:

The Khezu dwells mainly in cave at Area 8. Proceed there and gulp down Hot Drinks before entering, to fight the Stamina-defeating cold effects of the cave. Angle the camera upwards to view the ceiling of the cave, since the Khezu's initial form of attack is to climb over a hunter and drop down on them with the full force of its bloated bodyweight. The Khezu defends itself from close range attacks by emitting a powerful and paralyzing cloud of lighting. At medium range its mouth blasts three electrostatic balls that spread outward, also causing damage and paralysis. The ideal way for a group to deal with it is to throw Sonic Bombs to make it writhe, then set up Lg Barrel-Bombs and detonate them. Continue bombing the creature in this fashion until it becomes weaker, moving in only occasionally to strike some damage with a blade or sword. If the monster attempts to seek refuge in its nest, throw a Sonic Bomb toward the hole high in the cave wall to drive it out. Continue attacking this fearsome monster until the outcome is decided.

### THE FEARSOME GRAVIOS

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	4800Z
PENALTY:	1600Z
HR POINTS AWARDED:	420
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE GRAVIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE JUST LORD

*A heavily armored, heat-breathing wyvern has been seen in the swamp. Rid the area of it and I will reward you well.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Gravios Shell	1	1%
Sm Bone Husk	24	24%
Med Monster Bone	2	25%
Lq Monster Bone	1	25%
Lq Monster Bone	3	15%
Lq Bone Husk	12	9%
Wyvern Claw	24	1%

#### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Flame Sac	1	25%

## WALKTHROUGH:

Slaying any wyvern in the Swamp Zone is more difficult, because Pitfall Traps cannot be set in marshy areas where the ground is too soft. Avoid fighting the monster in Areas 5 or 10, where it is very likely to first appear. If the Gravios is spotted in these areas, mark it with paint and then flee to the southern areas of the Swamp. Wait until the monster walks into areas where the ground is more suitable, and then set Pitfall Traps to immobilize the monster and detonate explosives around it. The creature defends its self with a stunning roar at close range, and utilizes a beam-breath attack on hunters standing afar. The best strategy is to attack it from all sides, even though hunters attacking from the side or front inflict less damage. At least the hunters flanking the monster can deliver some painful blows.

### SLAY THE RATHIAN!

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	330
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	CHARITABLE MAN

*The monsters in the swamp zone are out of control, the Rathian in particular. I want you to hunt one down. Casualties are spiraling!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Flame Sac	1	5%
Wyvern Fang	6	20%
Lq Monster Bone	1	19%
Rathian Spike	1	1%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%



## WALKTHROUGH:

The dragon queen now makes an appearance in the Swamp Zone. Typically she first appears in Area 9 or 4, but use a Psychoserum to be sure. Attempt the usual methods of trapping and detonating explosives. Mark the creature with paint to track its movements if it leaves. If the Rathian flees to a marshy area, avoid pursuing it. If the monster is not attacked soon after landing, it should fly right back to Areas 9 or 4. Continue attacking the monster until successful.



## WALKTHROUGH:

Like a Basarios, a Gravios' scales are difficult to penetrate with blades. Bring along extra Whetstones to sharpen blades, as well as plenty of Cool Drinks and the usual supplies required for slaying a wyvern. The monster initially appears in Areas, 7, 6 or 5. A Gravios is weaker from the rear, but defends itself at close range by emitting a roar that causes all nearby hunters to fall. At long range, the Gravios spews a beam-shaped blast of devastating fire. Try to goad the monster into one Pitfall Trap after another, and set Lg Barrel-Bombs near its weak tail section to cause the most damage.



### VOLCANIC VALOR

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	5000Z
PENALTY:	1670Z
HR POINTS AWARDED:	430
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY THE GRAVIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	VOLCANO TOWNSMAN

*The volcano's activity has stirred up the monsters. Heavily armored wyverns have been attacking us. Can you help us out?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Gravios Shell	1	1%
Sm Bone Husk	24	24%
Med Monster Bone	2	25%
Lg Monster Bone	1	25%
Lg Monster Bone	3	15%
Lg Bone Husk	12	9%
Wyvern Claw	24	1%

#### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Flame Sac	1	25%

### IOPREY HUNTING

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	1400Z
PENALTY:	470Z
HR POINTS AWARDED:	160
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY 20 IOPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	MINE OWNER

*We encountered a huge Ioprey nest in a deep tunnel! We can't continue working unless you kill 20 of them for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Ioprey Hide	2	25%
Sm Monster Bone	1	25%
Ioprey Fang	3	25%
Ioprey Scale	2	20%
Ioprey Fang	6	4%
Ioprey Fang	15	1%



## WALKTHROUGH:

Equip extremely powerful weapons for this quest, to reduce the number of attacks required to slay an Ioprey. Also, be sure to bring plenty of Antidotes to cure poisoning. Ioprey are found in all areas except for 2 and 8, so use the extra time allotted on this quest to engage in plenty of item gathering and mining before slaying the last red raptor.



### LEADERS OF THE IOPREY

#### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	260Z
REWARD:	2600Z
PENALTY:	870Z
HR POINTS AWARDED:	200
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY 3 IODROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	EXPERT HUNTER

*I've been fighting Iodrome, but I had to retreat with just 3 of them left! The credit's yours if you can take them out for me.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Ioprey Hide	3	20%
Sm Monster Bone	1	20%
Ioprey Fang	4	20%
Sm Bone Husk	12	20%
Ioprey Scale	3	15%
Ioprey Fang	10	4%
Ioprey Fang	20	1%

## WALKTHROUGH:

Iodromes are undoubtedly the toughest of the alpha raptors, capable of leaping further, pouncing more accurately, and they also spit acid. The first Iodrome typically appears in Area 5 and heads right into Area 3. Area 1 is one of the best places to fight the Iodrome, especially amid the narrow spaces between canyon walls in the east portion of the area. When each Iodrome is slain, carve it quickly because another soon appears. Because Iodrome take so long to bring down, focus on the task at hand rather than side gathering.



### BRING US POWDERSTONE!

#### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	260Z
REWARD:	3600Z
PENALTY:	1200Z
HR POINTS AWARDED:	450
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	DELIVER 3 POWDERSTONES
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

*We have a Great Cannon here for wyverns, but we need Powderstone to make ammo for it. Please deliver 3 Powderstones.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Commendation	1	1%
Fire Herb	1	35%
Fire Herb	2	25%
Fire Herb	3	20%
Fire Herb	4	15%
Commendation	1	4%

#### SLAY THE GRAVIOS:

Item	Qty.	Chance %
Gravios Shell	1	75%
Sleep Sac	1	25%



## WALKTHROUGH:

Search amid the blackened rocks near the edge of the volcano in Area 8 to find a Powderstone. All hunters can take Powderstones and try their best to navigate back to the camp by whatever route. Or, one hunter can grab a Powderstone and dash back to the campsite while the other hunters protect him or her from attacks by predators. Organize and strategize to deliver 3 Powderstones, moving through the entire Volcanic Zone while a Gravios attempts to interfere.



## BASARIOS: INVISIBLE TERROR

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	280
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY THE BASARIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	UPSET HUNTER

*The area was totally barren, but then I was attacked out of the blue! It had to have been a wyvern. Slay it for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Machalite Ore	1	15%
Sm Bone Husk	24	20%
Iron Ore	3	30%
Lg Monster Bone	1	30%
Poison Sac	1	4%
Machalite Ore	4	1%

#### SLAY THE BASARIOS:

Item	Qty.	Chance%
Basarios Shell	1	75%
Iron Ore	12	25%

## WALKTHROUGH:

This quest is identical to the Level 1 quest entitled "Basarios: Unseen Peril". Use the same strategies to gain an even higher reward.

## WYVERN IN THE DARKNESS

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	250Z
REWARD:	3800Z
PENALTY:	1270Z
HR POINTS AWARDED:	300
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE KHEZU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE CHIEF

*Long have my people spoken of a wyvern in the cave in the jungle, capable of attacking with electricity. Please destroy it for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flabby Hide	1	1%
Wyvern Fang	7	24%
Wyvern Claw	4	25%
Med Monster Bone	2	25%
Electro Sac	1	20%
Electro Sac	1	4%
Wyvern Fang	20	1%

## WALKTHROUGH:

By the time hunters with full Stamina can reach the southeast portions of the Jungle, the Khezu has usually left its cave and appears in Area 8. Avoid prolonged attacks at close range, or suffer electric shock and paralysis. The monster attacks hunters standing at medium to long range by breathing three electrostatic orbs that glide across the water's surface. Pitfall Traps are unusable in the areas a Khezu frequents. Run up behind it while it shoots lightning balls in another direction, set Lg Barrel-Bombs around it and detonate them. Throw Sonic Bombs over its head to incapacitate it for short periods, and use Smoke Bombs to reduce its abilities to target hunters.



# SLAY THE IODROME!

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2400Z
PENALTY:	800Z
HR POINTS AWARDED:	190
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY 3 IODROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE MASTER

A pack of monsters headed by 3 Iodrome is causing trouble around here. Can you defeat the Iodrome to help us out?

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

### REWARD MATERIALS:

Item	Qty.	Chance%
Ioprey Hide	3	20%
Sm Monster Bone	1	20%
Ioprey Fang	4	20%
Sm Bone Husk	12	20%
Ioprey Scale	3	15%
Ioprey Fang	10	4%
Ioprey Fang	20	1%

## WALKTHROUGH:

This quest is similar to the previously described Iodrome quest, but takes place in the Jungle setting. The first Iodrome typically appears in Area 2 or 3. Avoid fighting the monster in Area 1, where the threat of constantly appearing Velociprey makes combat harder. Equip stronger weapons so that fewer attacks are required to slay the monster, and be sure to carry plenty of Antidotes to cure poisoning. The next Iodrome appears when the first is deceased, and the third appears after the second croaks.



# WATER WYVERN IN THE JUNGLE

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2800Z
PENALTY:	940Z
HR POINTS AWARDED:	320
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE PLESIOTH
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PROUD HUNTER

I found a water-dwelling wyvern in the jungle! I tried taking it out, but water's my weak spot. Can you hunt it down for me?

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Plesioth Fin	1	4%
Wyvern Claw	5	25%
Piscine Fang	2	25%
Piscine Jaw	1	25%
Lg Monster Bone	1	20%
Sm Lobstershell	1	1%

## WALKTHROUGH:

The Plesioth appears only in Area 7 of the Jungle. Increase Stamina and move to this area quickly. Clear the area of other enemies, except for the Vespoids that continuously reappear no matter how many are slain. Move to the water's edge and wait for the Plesioth to rear up, to perform a water breath attack. Quickly toss a Sonic Bomb to interrupt its attack and bring it screaming and kicking out of the water. Either attack the monster while it flails about, or set up Lg Barrel-Bombs around it and detonate them. Quickly set up a Pitfall Trap and goad the monster toward it. Once the oversized wyvern is trapped, detonate more explosives and attack it while it is not so high off the ground. If the Plesioth dives into the water, disappears and becomes docile (marked in blue on the map when painted) then move to the water's edge until the fishing point is found and bait the Plesioth back into the fight with a Frog. Repeat these strategies as necessary until victory prevails.





## WYVERN EGG HUNT

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	3200Z
PENALTY:	1070Z
HR POINTS AWARDED:	170
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 3 WYVERN EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	ROYAL CHEF

*Ever eaten a Wyvern Egg? I made a dish with them, and it was a big hit with everyone! I'd like you to deliver 3 of the eggs!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Normal S Lv1	1
Normal S Lv1	1
Pellet S Lv1	10
Recov S Lv1	5
Huskberry	10

#### REWARD MATERIALS:

Item	Qty.	Chance%
Egg Ticket	1	4%
Honey	1	25%
Power Seed	1	25%
Armor Seed	1	25%
Nutrients	1	20%
Egg Ticket	1	1%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Proceed to Area 6 and clear all the enemies out of the zone. The Rathian may be parked in this area as well. If so, mark it and then flee to Area 7 to wait for the monster to leave the nest. When the Rathian moves to another location, sneak back into Area 6, defeat any remaining enemies and climb onto the south ledge. Search among the hatched egg shells to find a Wyvern Egg. The strategy for getting the egg back to the campsite appears to be extremely narrow. One hunter must carry the egg and three others must protect him or her from attacks. All other strategies tried have failed. Deliver three eggs to the campsite in this fashion to clear this exhausting quest.

## QUEEN OF THE JUNGLE

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	250Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	340
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	INFLUENTIAL NOBLE

*I have traveled far to find a hunter capable of ridding my lands of a troublesome wyvern. Please defeat the Rathian for us.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Sm Barrel-Bomb	2
Large Barrel	1
Normal S Lv2	10
Stun S Lv1	5
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Scale	1	5%
Med Monster Bone	1	25%
Wyvern Claw	3	25%
Flame Sac	1	5%
Wyvern Fang	6	20%
Lq Monster Bone	1	19%
Rathian Spike	1	1%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This request demands that Rathian be defeated in the Jungle Zone. The monster initially appears in Area 3 or 7, and also moves to Area 6 and 8. Because Pitfall Traps do not work in Area 8, avoid fighting the monster there. Simply mark it for tracking and get out. Fight the creature in other areas, using the usual supplies and methods described in previous strategies.





## CATCH A RATHALOS

### QUEST LEVEL

TYPE: CAPTURE QUEST  
 CONTRACT: 300Z  
 REWARD: 5000Z  
 PENALTY: 1670Z  
 HR POINTS AWARDED: 450  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: CAPTURE THE RATHALOS  
 FAIL CONDITIONS: IF YOU KILL THE RATHALOS:  
 REWARD ZERO, TIME OVER  
 REQUESTOR: SELFISH PRINCESS

*I'm keeping that wyvern as a pet! So hands off! Now I want a male wyvern. And I want it ALIVE. OK?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Tranq Bomb	3
Tranq Bomb	3
Tranq S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathalos Shell	1	20%
Wyvern Claw	5	5%
Wyvern Fang	5	10%
Sm Monster Bone	1	5%
Med Monster Bone	1	5%
Lg Monster Bone	1	5%
Rathalos Scale	1	20%
Rathalos Webbing	1	20%
Rathalos Tail	1	5%
Wyvern Marrow	1	4%
Rathalos Wing	1	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Capturing a Rathalos is a tricky endeavor wherein hunters must attack and damage the wyvern as normal, but must avoid overdoing it. Use the typical methods of trapping and bombing until the creature begins limping. At that point, allow the monster to flee to Area 4. Follow it there and attack it a little more with weapons only. Set up a Pitfall Trap there if the monster does not soon flee. Pursue the monster to the cave at Area 5, and wait to enter until it is asleep. Slay the other monsters in the cave and set up a Pitfall Trap. Wake up the wyvern by throwing a Paintball or Stone at it, and then goad it into the trap. Toss two or more Tranq Bombs at its head to knock it out, capturing it and completing the mission. However, if the monster is knocked out but just lays there, it is not quite weak enough to be captured yet. Set some explosives around it to weaken it a little more, then trap it and try to tranquilize it again.

## CATCH A YIAN KUT-KU

### QUEST LEVEL

TYPE: CAPTURE QUEST  
 CONTRACT: 250Z  
 REWARD: 2800Z  
 PENALTY: 940Z  
 HR POINTS AWARDED: 300  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: CAPTURE THE YIAN KUT-KU  
 FAIL CONDITIONS: IF YOU KILL THE YIAN KUT-KU:  
 REWARD ZERO, TIME OVER  
 REQUESTOR: DEVOUS MERCHANT

*I need a Yian Kut-Ku, and I'm selling it, so I need it alive. Believe me, I pay well. Need I say any more?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Tranq Bomb	3
Tranq Bomb	3
Tranq S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Webbing	1	20%
Wyvern Claw	5	5%
Screamer	5	5%
Med Monster Bone	1	5%
Lg Monster Bone	1	5%
Kut-Ku Scale	1	20%
Kut-Ku Shell	1	20%
Flame Sac	1	12%
Kut-Ku Ear	1	6%
Giant Beak	1	2%



## WALKTHROUGH:

Capturing a Yian Kut-Ku is a bit trickier than killing one. The monster must be damaged to the point where it is limping, and then pursued back to the cave at Area 5. Set up a Pitfall Trap while it sleeps, then goad the monster into the trap and use Tranq Bombs and Tranq S shots provided during the quest to anesthetize the monster. If done correctly the quest should end immediately. If the Kut-Ku just lays around sleeping, it was not quite weak enough to be captured and needs a few more whacks before trapping it again.

### CATCH A GYPCEROS

#### QUEST LEVEL

TYPE:	CAPTURE QUEST
CONTRACT:	250Z
REWARD:	3400Z
PENALTY:	1140Z
HR POINTS AWARDED:	330
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	CAPTURE THE GYPCEROS
FAIL CONDITIONS:	IF YOU KILL THE GYPCEROS: REWARD ZERO, TIME OVER
REQUESTOR:	DEFENSE MINISTER

*We are attempting to make a weapon from the poison of the Gypceros. As such, I would like you to capture one and bring it to me.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Tranq Bomb	3
Tranq Bomb	3
Tranq S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	25%
Wyvern Claw	5	5%
Wyvern Fang	5	5%
Med Monster Bone	1	5%
Lq Monster Bone	1	5%
Power Extract	1	25%
Poison Sac	1	20%
Lightcrystal	1	9%
Power Extract	5	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Stone	5	75%
Lightcrystal	1	25%

## WALKTHROUGH:

Capturing a wyvern in the Swamp is even harder than doing it in the Forest, because certain areas of the Swamp do not allow for the setting of Pitfall Traps. Fight the Gypceros as usual to the point where it attempts to feign death. After it rises once again, attack it a few more times until it begins limping. At this point, trap it in a Pitfall Trap and use the Tranq S bullets or Tranq Bombs provided to knock out the Gypceros. However, if the Gypceros flees to a marsh area, such as Areas 5, 10 or 6, avoid pursuing it there because Pitfall Traps cannot be used.

### GET ME A LIVE KHEZU!

#### QUEST LEVEL

TYPE:	CAPTURE QUEST
CONTRACT:	300Z
REWARD:	4200Z
PENALTY:	1400Z
HR POINTS AWARDED:	360
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	CAPTURE THE KHEZU
FAIL CONDITIONS:	IF YOU KILL THE KHEZU: REWARD ZERO, TIME OVER
REQUESTOR:	SCIENTIST & TEAM

*The monsters known as Khezu have some very unique properties. We need one alive for further research!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Tranq Bomb	3
Tranq Bomb	3
Tranq S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flabby Hide	1	15%
Wyvern Claw	5	10%
Wyvern Fang	5	10%
Med Monster Bone	1	5%
Lq Monster Bone	1	15%
Pale Extract	1	25%
Electro Sac	1	15%
Electro Sac	1	4%
Pale Extract	5	1%



## WALKTHROUGH:

Use Hot Drinks before entering the cave at Area 8 of the Swamp. Attack the Khezu that is inside the cave until it becomes weak and limps. Then attempt to drive the monster out of the cave to Area 9 or 4. In these areas, a Pitfall Trap can be used to trap the monster. Throw Tranq Bombs at its head until it passes out, and the quest clear message appears. If the clear message doesn't appear, attack the monster a few more times and try to trap it and tranq it again.

### BRING ME A PLESIOTH!

#### QUEST LEVEL

TYPE:	CAPTURE QUEST
CONTRACT:	250Z
REWARD:	3200Z
PENALTY:	1070Z
HR POINTS AWARDED:	420
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	CAPTURE THE PLESIOTH
FAIL CONDITIONS:	IF YOU KILL THE PLESIOTH: REWARD ZERO, TIME OVER
REQUESTOR:	THE LADY GOURMET

*I've traveled the world in search of the delicacy known as Piscine Wyvern sushi! I simply MUST try it! Please bring one here alive!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Paintball	1
Paintball	1
Huskberry	10
Normal S Lv2	10
Pierce S Lv1	10
Recov S Lv1	5
Tranq Bomb	3
Tranq Bomb	3
Tranq S	4
Pitfall Trap	1
Trap Tool	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Plesioth Scale	1	30%
Wyvern Claw	5	5%
Wyvern Fang	5	5%
Med Monster Bone	1	5%
Lq Monster Bone	1	5%
Piscine Fang	1	10%
Piscine Jaw	1	20%
Bomb Arrowana	3	5%
Plesioth Fin	1	14%
Plesioth Fin	2	1%

## WALKTHROUGH:

The monster dwells in the river waters at Area 7, as in the previously described quest. Only this time, the monster must be captured instead of slain. Drive the Plesioth onto dry land by tossing Sonic Bombs over the water, then attack the monster to the point where it begins limping or its attacks become very infrequent. Lure the monster back out of the water if needed, then set a Pitfall Trap. Once the Plesioth falls into the trap. Toss Tranq Bombs at its head or shoot it in the face with Tranq S bullets. If done properly, the quest is cleared immediately.





# A GIANT DRAGON INVADERS!

## QUEST LEVEL

**TYPE:** HUNTING QUEST  
**CONTRACT:** 1580Z  
**REWARD:** 12400Z  
**PENALTY:** 4200Z  
**HR POINTS AWARDED:** 1000  
**HR PENALTY POINTS:** 15  
**TIME:** 35 MIN.  
**AREA:** FORT  
**GOAL CONDITIONS:** REPEL LAO-SHAN LUNG  
**FAIL CONDITIONS:** IF THE FORT IS DESTROYED:  
 REWARD ZERO, TIME OVER  
**REQUESTOR:** LOYAL MINISTER

A giant dragon has attacked our fort! If it falls, so too do our lands! Use the fort's weaponry to put an end to the beast!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Huskberry	10
Normal S Lv3	10
Pierce S Lv1	10
Recov S Lv1	5
Lifepowder	2
Ballista S	3
Ballista S	3
Ballista S	3
Ballista S	3

### REWARD MATERIALS:

Item	Qty.	Chance%
Commendation	1	1
Lao-Shan's Scale	1	25
Lao-Shan's Shell	1	25
Lao-Shan's Scale	1	20
Ruststone	1	5
Ruststone	1	5
Ruststone	1	5
Ruststone	1	5
Ruststone	1	5
Lao-Shan's Claw	1	4

### DESTROY LAO-SHAN'S HORN:

Item	Qty.	Chance%
Lao-Shan's Horn	1	100

### SLAY LAO-SHAN VIA HEAD:

Item	Qty.	Chance%
Ruststone	1	7
Ruststone	1	7
Ruststone	1	7
Ruststone	1	7
Ruststone	1	7
Lao-Shan's Shell	1	65

### SLAY LAO-SHAN VIA TAIL:

Item	Qty.	Chance%
Ruststone	1	5
Ruststone	1	5
Ruststone	1	5
Ruststone	1	5
Ruststone	1	5
Lao-Shan's Shell	1	75

### DESTROY LAO-SHAN'S LEFT WING:

Item	Qty.	Chance%
Lao-Shan's Scale	1	50
Lao-Shan's Shell	1	50

### DESTROY LAO-SHAN'S RIGHT WING:

Item	Qty.	Chance%
Lao-Shan's Scale	1	50
Lao-Shan's Shell	1	50

## WALKTHROUGH:

Lao-Shan Lung is an enormous dragon that proceeds along a set path through the canyons surrounding the fort, starting in Area 1 and marching slowly through all areas to Area 5, where it attempts to bash its way through the fort's front gates. Lao-Shan reaches its destination and destroys the fort gates in exactly 35 minutes, unless a team of well-skilled players works together to stop it. Characters need to prepare well before undertaking this special event, because close-range weapons are almost completely useless against Lao-Shan. Purchase and equip Bowguns that are compatible with Dragon S, Crag S, and higher level Pierce S and Normal S. If armor must be removed due to Hunter Type incompatibility, do not worry. Hunters armed with this strategy should suffer only minor damage near the end of the quest.



Proceed through the door into the central area, and locate the grayish-colored Supply Box. Ballista S ammunition is provided among other supplies. This type of ammo is not loaded in a Bowgun, but in a Ballista which is mounted above the fort gates in Area 5. Explanation on the use of this ammo is described further below. For now, stock up, grab a Map and head to Area 2. Lao-Shan soon follows. Prepare for the godlike dragon by climbing the ladders up to the bridge over the center of the area. As the dragon enters, shoot it in the head and back area, where it is weakest. Avoid standing in the middle section of the bridge, because when Lao Shan gets close enough and detects hunters attacking from above, it rears up and attempts to knock characters off the bridge. Continue shooting the monster until it leaves the area.





Repeat the same strategy in Areas 3 and 4, using high ledges to fire at Lao-Shan from above. When the creature proceeds toward the final stage at Area 5, return to the inner area and search the stack of cannonballs to find one Cannon S shot. This ammunition is an oversized object, carried like a Wyvern Egg or Sootstone Ore. Tote the Cannon S through area 6, where 3 Ioprey constantly reappear. Try to slip through the monsters without being attacked, or the Cannon S is dropped and lost. With a little chat coordination, it may be possible for two players to slip through Area 6 unharmed while the other two attack the Ioprey to keep them busy.



Area 5 is where the final showdown takes place. Cannon S carriers should stand at the twin cannons on the wall, and wait until Lao-Shan comes into view. When the monster appears to be in firing range, press  $\times$  to load and fire the cannons. The cannons can usually be fired twice before Lao-Shan reaches the gates, depending on the players' ability to navigate through Area 6 carrying Cannon S.



Other players can man the two ballistas and fire at the monster. Ballista S ammo is required to load and fire the ballistas. While standing at one of the swiveling guns, rotate the item window until the Ballista S icon is visible. Then press  $\odot$  to load the ballista. Rotate the Left Stick to fire, or press  $\square$  to aim and fire from first person viewpoint. The ballistas can be swiveled left to right, but do not move up and down. When Lao-Shan gets closer, ballista and cannon gunners must aim and wait until the monster rears up to attack. Only then can damage be inflicted to the head. However, Lao-Shan rears up to strike hunters atop the wall with its head or piercing shriek. Characters toting Cannon S must use it with the right timing, or the ammo is accidentally lost.



Hunters that run out of Ballista S ammo should drop from the wall and attack the monster from the sides. Set Lg Barrel-Bombs around Lao-Shan's head and detonate them with Sm Barrel Bombs. If all hunters take turns setting and detonating 13 Lg Barrel-Bombs each, the monster weakens greatly. One brave soul should attempt to stay on the battlements to fire the spear cannon. The spear cannon can only be used once, and should be used when Lao-Shan rears up to attack. If the creature has been damaged sufficiently up to this point, it should finally die!





## MUSHROOM PICKING

### QUEST LEVEL

**TYPE:** GATHERING QUEST  
**CONTRACT:** 200Z  
**REWARD:** 1000Z  
**PENALTY:** 340Z  
**HR POINTS AWARDED:** 100  
**HR PENALTY POINTS:** 15  
**TIME:** 30 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** DELIVER 15 SPECIAL MUSHROOMS  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** HAPPY PEDDLER

*The Special Mushrooms around here sell for a fortune down south! I'd like you to pick 15 of them from the forest. I pay well. Whaddya say?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flute	1	1%
Blue Mushroom	2	24%
Nitroshroom	2	25%
Toadstool	2	25%
Sunshroom	2	20%
Stunshroom	5	4%
Dragon Toadstool	2	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	29%
Novacrystal	1	1%

## WALKTHROUGH:

Use this quest to gather materials and supplies to use in other quests. As everyone searches for Special Mushrooms, communicate the number found with the other players. When the group has gathered items, mined fissures and accomplished a little fishing, head back to camp and deposit the required Special Mushrooms in the red Delivery Box. The main difference between this and the previous quest with the same name is that the enemies all have higher Health points and stronger attacks.



## HARD MODE BEGINS

Many of the quests from Levels 1 – 3 are repeated in levels 4 – 6, only for higher contracts, greater rewards and better reward materials. Unfortunately, the difficulty ramps up as enemies all have higher Health Points and stronger attacks. The Supply Box provides fewer necessities, so be sure to carry Potions, Antidotes and Well-Done Steaks on every quest. Upgrade weapons and armor, restock more frequently on basic supplies and create more wyvern-slaying tools.

## THE SCULPTOR'S ERRAND

### QUEST LEVEL

**TYPE:** GATHERING QUEST  
**CONTRACT:** 200Z  
**REWARD:** 1200Z  
**PENALTY:** 400Z  
**HR POINTS AWARDED:** 150  
**HR PENALTY POINTS:** 15  
**TIME:** 30 MIN.  
**AREA:** FOREST AND HILLS  
**GOAL CONDITIONS:** DELIVER 12 KELBI HORNS  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** THE OLD SCULPTOR

*I make art using monster tusks and horns. Can you get me 12 Kelbi Horns? They're those deer-like monsters in the forest.*

#### SUPPLY ITEMS:

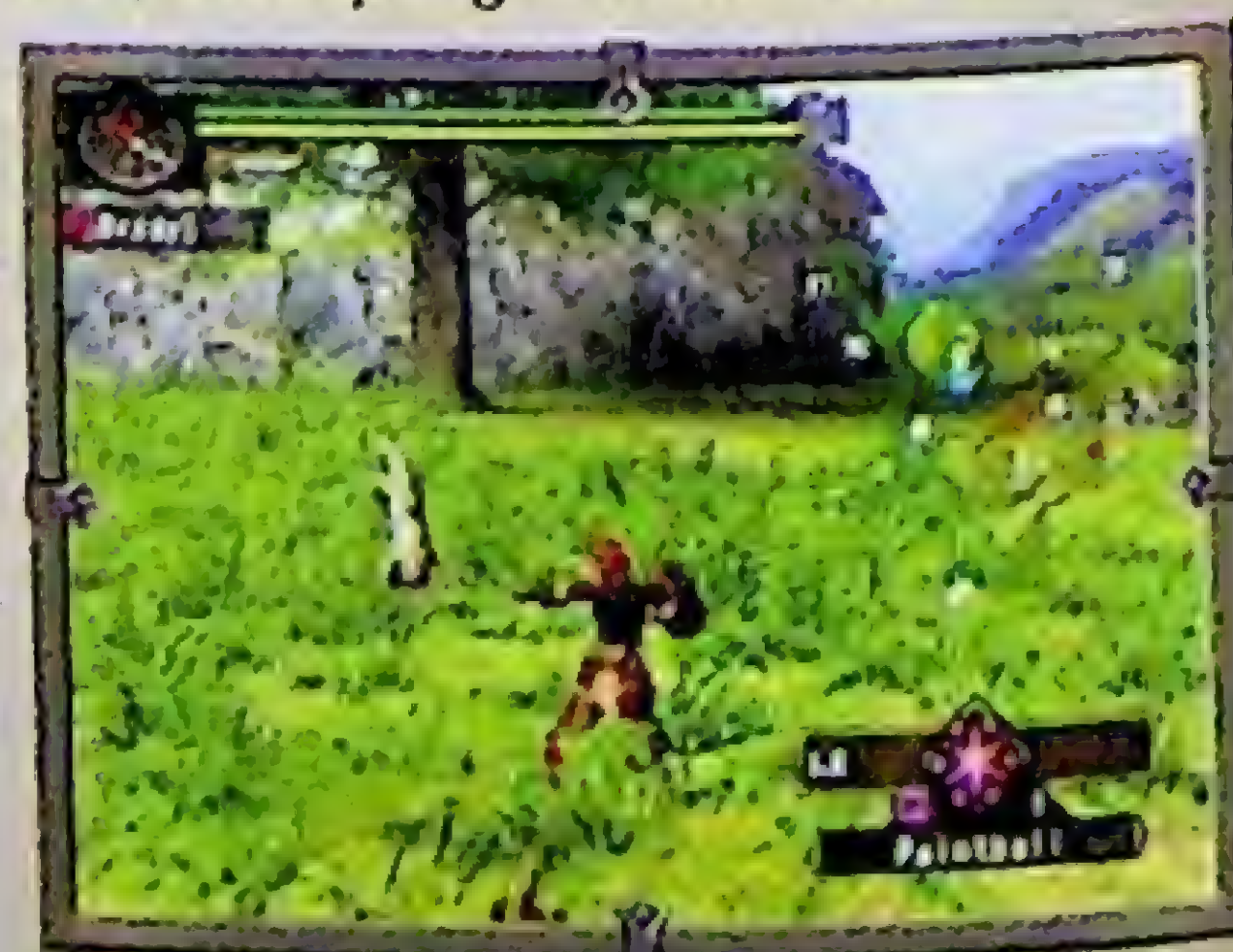
Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Kelbi Hide	3	15%
Herb	2	25%
Sap Plant	2	25%
Kelbi Hide	2	30%
Honey	2	4%
Honey	10	1%

## WALKTHROUGH:

Kelbi appear in Areas 2, 3, and 10. Slay a Kelbi with a powerful attack. Otherwise, it begins leaping back and forth, attempting to head-butt its attacker. This makes the Kelbi harder to slay. For greater success in carving a Kelbi Horn, position the character as close to the nose of the dead Kelbi as possible. Use the additional time remaining on this quest to gather useful items, materials and supplies from all areas of the forest.





# IT'S PARTY TIME!

## QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	800Z
PENALTY:	270Z
HR POINTS AWARDED:	100
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 10 PCS RAW MEAT
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PARTY ORGANIZER

*We're throwing a party at his lordship's home, but didn't order enough food! Can you bring us 10 pieces of Raw Meat right away?*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Flute	1	1%
Sap Plant	2	29%
Herb	2	25%
Herb	2	25%
Kut-Ku Scale	2	15%
Mosswine Hide	1	4%
Power Seed	1	1%

### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	29%
Novacrystal	1	1%

## WALKTHROUGH:

Chop up the Aptonoths in Areas 1 and 3 and carve Raw Meat from them. This quest is easy for hunters to repeat often, for item gathering, mining and fishing, whenever supplies run low before more dangerous quests.



# ATTACK OF THE YIAN KUT-KU

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300
REWARD:	3600
PENALTY:	1200
HR POINTS AWARDED:	310
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE YIAN KUT-KU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	NOVICE HUNTER

*That Yian Kut-Ku really made mincemeat out of me! It's out of my league, so I want you to hunt it down for me!*


### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Shell	1	1%
Screamer	3	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Screamer	5	20%
Screamer	6	4%
Flame Sac	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level  quest of the same name. The main difference is that the wyvern has higher Health points and stronger attacks. Refer to the previous section for tips on completion.





## VELOCIPREY HUNT

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 200Z  
 REWARD: 1400Z  
 PENALTY: 470Z  
 HR POINTS AWARDED: 160  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: SLAY 20 VELOCIPREY  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: TOWN GUARD

*There's a group of 20 or so Velociprey in the forest attacking travelers. I want you to hunt them down and get rid of them.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance %
Velociprey Hide	3	25%
Sm Monster Bone	1	25%
Velociprey Fang	12	25%
Velociprey Scale	3	20%
Velociprey Fang	24	4%
Velociprey Fang	33	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Scale	1	75%
Rathalos Shell	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance %
Wyvern Claw	3	75%
Rathalos Claw	1	25%

## WALKTHROUGH:

Chat to make sure that no one slays the last Velociprey until everyone has completed mining, item gathering and fishing. Velociprey appear in areas 2, 3, 5, 8, and 9. When all of these are slain, groups of Velociprey respawn continuously in Area 10. Keep slaying Velociprey in Area 10 until the mission is complete.



## THE VELOCIPREY LORDS

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 200Z  
 REWARD: 2200Z  
 PENALTY: 740Z  
 HR POINTS AWARDED: 190  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: SLAY 3 VELOCIDROME  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: TOWN GUARD

*There are 3 alpha Velociprey that seem to be guiding the rest. They're too large for us to handle. Can you get rid of them?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance %
Screamer	1	15%
Velociprey Fang	24	20%
Velociprey Scale	4	20%
Screamer	1	20%
Sm Bone Husk	24	20%
Velocidrome Head	1	4%
Velocidrome Claw	1	1%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Scale	1	75%
Rathalos Shell	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance %
Wyvern Claw	3	75%
Rathalos Claw	1	25%

## WALKTHROUGH:

Stock extra Paintballs for this quest, and mark the alpha raptor to track its location. Use Flash Bombs to stun groups of Velociprey and their master. Set Lg Barrel-Bombs among groups of stunned monsters, and detonate them to wipe out entire packs. When the Velocidrome dies, work together to clear the area. Then carve two materials out of the Velocidrome. The next Velocidrome appears in Areas 10 or 3.





## THE LADY GOURMET

### QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 300Z  
 REWARD: 2000Z  
 PENALTY: 670Z  
 HR POINTS AWARDED: 260  
 HR PENALTY POINTS: 15  
 TIME: 30 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: DELIVER 10 PISCINE LIVERS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: THE LADY GOURMET

*I travel the world for new tastes and flavors. Now I want to try the liver of a Piscine Wyvern. Please bring me 10 of these livers!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Piscine Jaw	1	4%
Wyvern Claw	3	25%
Piscine Fang	1	25%
Med Monster Bone	2	5%
Burst Arrowana	5	25%
Bomb Arrowana	3	15%
Lg Lobstershell	1	1%

## WALKTHROUGH:

Purchase and carry a supply of Cool Drinks to fight the hot conditions in the Desert. Stand near the entrance of Area 2 and strike at the Cephalos' fins as they "swim" past. After successfully striking all monsters a few times, use Sonic Bombs to bring them to the surface and finish them off. Be sure to team up and fight together when Cephalos surface. After successfully carving a Piscine Liver, head back to camp and deliver it so that the rest of the team knows how many livers remain.



## CRYSTAL HUNTING!

### QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 300Z  
 REWARD: 3000Z  
 PENALTY: 1000Z  
 HR POINTS AWARDED: 190  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: SWAMP ZONE  
 GOAL CONDITIONS: DELIVER 3 PCS QUARTZ ORE  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: GEM DEALER

*I heard a rumor that a vein of White Quartz has been discovered. To confirm it, I need 3 pieces of Quartz Ore.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pierce S Lvl	10
Stun S Lvl	5
Recov S Lvl	5
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Jewel Ticket	1	10%
Machalite Ore	2	25%
Machalite Ore	1	10%
Earth Crystal	1	25%
Earth Crystal	2	25%
Lightcrystal	1	4%
Novacrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	25%
Novacrystal	1	1%

## WALKTHROUGH:

Use pickaxes to mine Sootstone Ore the rocks in the caves at Areas 7 or 11. The rest of the team should protect the ore-carrier, preventing them from suffering enemy attacks until they make it back to camp to deposit the Sootstone Ore. Teamwork is the only way to succeed in the higher level version of this quest.





## PANNING FOR GOLDENFISH

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	400Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	500
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	DELIVER 5 GOLDENFISH
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE COLLECTOR

*I'd do anything to get my hands on some legendary Goldenfish! I'm begging you to bring me 5 of them! Please!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Worm	5
Worm	5
Worm	5
Worm	5
Hot Drink	1
Hot Drink	1
Hot Drink	1
Hot Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Bomb Arrowana	2	8%
Firefly	10	20%
Rumblefish	10	20%
Pin Tuna	10	20%
Burst Arrowana	5	20%
Scatterfish	3	12%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Scale	1	75%
Rathian Shell	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Wyvern Claw	3	75%
Rathian Claw	1	25%

## WALKTHROUGH:

Goldenfish appear on a very rare basis in the cave at Area 7 of the Swamp. Catch whatever fish are in the water to trigger the release of more fish. Each hunter needs a plentiful supply of all bait types, especially Goldenfish Bait. Goldenfish are yellowish-green in the dark waters in the cave, so continue fishing until one appears. Use Goldenfish Bait to catch the Goldenfish, but yank the lure out of the water if other fish approach. Because Goldenfish are rare, the whole team must work for the full 50 minutes to catch all five. If five are caught sooner, keep fishing for more.



## ATTACK OF THE GIANT BUGS

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	1600Z
PENALTY:	540Z
HR POINTS AWARDED:	200
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY 50 VESPOID
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	LANDOWNER

*My plantation's under attack by giant bugs! They nest in the jungle, in a swarm of about 50. Take care of them for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Monster Fluid	1	15%
Vespoid Shell	1	35%
Vespoid Wing	2	35%
Vespoid Shell	1	10%
Vespoid Abdomen	1	5%

## WALKTHROUGH:

Vepoids and Hornetaurs infest many areas of the Jungle, outdoors and in the caves. Slay the winged creatures in each area while avoiding Hornetaur attacks. Check the Quest Info screen between kills to see how many have been slain. Confirm with other players before taking down the last Vespoid.





## JUNGLE MENACE

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	300Z
REWARD:	3800Z
PENALTY:	1270Z
HR POINTS AWARDED:	320
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE YIAN KUT-KU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	JUNGLE ENVOY

*I want you to hunt and kill the giant bird-like monster that has appeared in our jungle. It's wreaking havoc on our environment!*


#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Kut-Ku Shell	1	1%
Screamer	3	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Screamer	5	20%
Screamer	6	4%
Flame Sac	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level  quest with the same name. The only difference is the increased Health points and attacking power of the Kut-Ku. Refer to the previous section as well as the chapter titled **A Hunter's Life** for more details on slaying the Kut-Ku.



## THE MUSHROOM HUNT!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	1400Z
PENALTY:	470Z
HR POINTS AWARDED:	140
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 20 SPECIAL MUSHROOMS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE LADY GOURMET

*My doggie just looooves Special Mushrooms! I'd like you to bring me 20 of them. Please don't disappoint my precious little doggie!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flute	1	1%
Blue Mushroom	2	24%
Nitroshroom	2	25%
Toadstool	2	25%
Stunshroom	2	20%
Dragon Toadstool	2	4%
Dragon Toadstool	4	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	25%
Novacrystal	1	1%

## WALKTHROUGH:

Refer to the maps provided in this guide and search all the usual areas of the Jungle for Special Mushrooms. An additional Special Mushroom gathering point appears during this quest in front of the idol's head in the south-west corner of Area 2. Work with teammates to turn in as few Special Mushrooms as possible at first, so that the remainder found can be sold to boost quest rewards.





## SHOW ME YOUR COOKING SKILLS!

### QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 200Z  
 REWARD: 1200Z  
 PENALTY: 400Z  
 HR POINTS AWARDED: 130  
 HR PENALTY POINTS: 15  
 TIME: 30  
 AREA: JUNGLE ZONE  
 GOAL CONDITIONS: DELIVER 15 WELL-DONE STEAKS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: JUNGLE EXPLORER

*Our expedition got lost. I made it out, but the team is totally out of supplies! Please deliver 15 Well-Done Steaks for them!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Portable Spit	1
Portable Spit	1
Portable Spit	1
Portable Spit	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flute	1	1%
Herbal Medicine	1	24%
Herbal Medicine	1	25%
Power Seed	1	20%
Armor Seed	1	25%
BBQ Ticket	1	4%
Mosswine Hide	1	1%

## WALKTHROUGH:

Bring 10 Well-Done Steaks and 10 Raw Meats to cook. Turn in the 10 Well-Done Steaks immediately, then cook the Raw Meats into more Well-Done Steaks. Use the second quantity to maintain Stamina while hunting in the Jungle for materials and supplies. Slay the Aptonoths in Area 2 and Area 8 to build up another supply of Raw Meat. Then return to camp, deliver the Well-Done Steaks in possession, and cook whatever is needed to finish the quest.



## GYPCEROS: VENOMOUS TERROR

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 350Z  
 REWARD: 4000Z  
 PENALTY: 1340Z  
 HR POINTS AWARDED: 350  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: FOREST AND HILLS  
 GOAL CONDITIONS: SLAY THE GYPCEROS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: FARMER

*The fields all around the town are getting torn to shreds by a gigantic bird-like monster with poison. Exterminate it for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	1%
Wyvern Fang	6	24%
Wyvern Claw	3	25%
Med Monster Bone	1	25%
Poison Sac	1	20%
Wyvern Fang	10	4%
Novacrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	29%
Novacrystal	1	1

## WALKTHROUGH:

This quest is identical to the Quest Level mission with the same title. The main difference is that the Gypceros' Health and strength are vastly improved, making the creature harder to subdue. Refer to the previous section and the chapter titled **A Hunter's Life** for deeper information.





## RAID THE WYVERN'S NEST

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	300Z
REWARD:	3400Z
PENALTY:	1140Z
HR POINTS AWARDED:	180
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	DELIVER 3 WYVERN EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	ROYAL CHEF

*Ever eaten a Wyvern Egg? They're a delicacy only found inside wyvern nests. Bring me 3 of the eggs, and I'll pay you handsomely.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance %
Egg Ticket	1	4%
Potion	2	25%
Honey	2	25%
Nutrients	1	25%
Potion	3	15%
Mega Nutrients	1	6%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance %
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance %
Rathalos Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Mark the Rathalos with paint, in order to know how to exit the cave at Area 5 once the Wyvern Egg is procured. Deliver three wyvern eggs to the campsite to clear this tricky quest.



## ATTACK OF THE RATHIAN

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	450Z
REWARD:	5000Z
PENALTY:	1670Z
HR POINTS AWARDED:	420
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	CARAVAN LEADER

*My caravan was wiped out by a she-wyvern. I'll pay you whatever you ask to destroy the foul creature! You are our last hope!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance %
Rathian Shell	1	1%
Wyvern Fang	10	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Lq Monster Bone	1	20%
Rathian Spike	3	4%
Wyvern Marrow	1	1%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance %
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance %
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This quest is identical to the Quest Level mission with the same title. The main difference is that the Rathian's Health and strength are vastly improved, increasing the difficulty. Refer to the previous quest description for further tips, as well as the chapter titled **A Hunter's Life**.





## QUEEN OF THE DESERT QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	450Z
REWARD:	5000Z
PENALTY:	1670Z
HR POINTS AWARDED:	430
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	YOUNG HUNTER

*A fire-breathing she-wyvern I was chasing nearly burned me to a crisp in the desert! Please hunt this Rathian down and kill it!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Shell	1	1%
Wyvern Fang	10	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Lg Monster Bone	1	20%
Rathian Spike	3	4%
Wyvern Marrow	1	1%

### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This quest is identical to the Quest Level mission with the same title. The main difference is that the Rathian's Health and strength are vastly improved, increasing the difficulty. Refer to the previous quest description for further tips, as well as the chapter titled **A Hunter's Life**.



## THE BURROWING MONSTER QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	350Z
REWARD:	4200Z
PENALTY:	1400Z
HR POINTS AWARDED:	380
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE CEPHADROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	OASIS TOWN CHIEF

*A villager was tracking a pack of monsters, but lost sight of them in the desert. Please find the leader of the pack and kill it for us.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Cephalos Fin	1	4%
Wyvern Claw	7	20%
Piscine Fang	3	15%
Lg Monster Bone	1	15%
Burst Arrowana	5	25%
Bomb Arrowana	3	20%
Lg Lobstershell	1	1%

## WALKTHROUGH:

The Cephadrome's Health and strength is greatly increased during this quest, as are the same stats of the Cephalos speed-burrowing through the area. The difficulty of this quest is ramped up extensively from its previous incarnation in Quest Level. Bring large numbers of Sonic Bombs to keep the boss monster writhing on the sand as much as possible. Set up Lg Barrel-Bombs around the Cephadrome and set them off for additional damage. Mark the Cephadrome with paint in case it attempts to rest or flee. Repeat this strategy until the monster is defeated.





# SLAY THE GENPREY!

## QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 200Z  
 REWARD: 1600Z  
 PENALTY: 540Z  
 HR POINTS AWARDED: 160  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY 20 GENPREY  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: INJURED SOLDIER

*I'm too injured to go on. I'd like you to find and kill 20 Genprey in the desert for me. Watch out, they can paralyze you...!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Genprey Hide	3	25%
Sm Monster Bone	1	25%
Genprey Fang	4	25%
Genprey Scale	3	20%
Genprey Fang	10	4%
Genprey Fang	20	1%

### SLAY THE DIABLOS:

Item	Qty.	Chance%
Twisted Horn	1	92%
Majestic Horn	1	8%

## WALKTHROUGH:

Slay Genprey in all areas of the Desert, using a powerful weapon to reduce the number of attacks required. Hunt with teammates, in case an ally is paralyzed by a Genprey's attacks and needs protection.



# LEADERS OF THE GENPREY

## QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 250Z  
 REWARD: 2600Z  
 PENALTY: 870Z  
 HR POINTS AWARDED: 200  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: SLAY 3 GENDROME  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: DESERT LORD

*A pack of monsters led by 3 Gendrome is causing trouble for us. Please hunt down and slay the 3 Gendrome.*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Gendrome Hide	1	1%
Sm Monster Bone	5	19%
Genprey Fang	5	20%
Genprey Hide	4	20%
Sm Bone Husk	24	20%
Genprey Scale	4	15%
Genprey Fang	15	4%
Stun Sac	1	1%

## WALKTHROUGH:

Slay three Gendrome, one at a time. Each Gendrome initially appears in Areas 3, 4 or 10. They may escape to any area of the map. Be sure to mark the Gendrome with paint for easy tracking. Toss Flash Bombs to stun the Gendrome's group. Set Lg Barrel-Bombs among stunned enemies and blow them up!





## APCEROS EGG HUNT

### QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 300Z  
 REWARD: 3800Z  
 PENALTY: 1270Z  
 HR POINTS AWARDED: 200  
 HR PENALTY POINTS: 15  
 TIME: 30 MIN.  
 AREA: DESERT ZONE  
 GOAL CONDITIONS: DELIVER 3 HERBIVORE EGGS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: F AMOUS SCHOLAR

*I am studying the ecology of the Apceros. I need 3 eggs for my research, but I am too weak to get them! Can you bring them to me?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance %
Egg Ticket	1	5%
Cactus Flower	2	25%
Potion	2	25%
Nutrients	1	25%
Unknown Skull	1	10%
Master's Skull	1	10%

#### SLAY THE DIABLOS:

Item	Qty.	Chance %
Twisted Horn	1	92%
Majestic Horn	1	8%

## WALKTHROUGH:

Procure a Herbivore Egg from Area 8, the Apceros' cave. While one player grabs the goods, other hunters should stave off the attacking Apceros, until the egg-carrier gets out of the cave. As a group, move back to camp. Slay monsters that target the egg-carrier without accidentally striking the person. Even hits from allies can cause the egg-carrier to drop the object.



## TROUBLE IN THE SWAMP

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 200Z  
 REWARD: 1600Z  
 PENALTY: 540Z  
 HR POINTS AWARDED: 160  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: SWAMP ZONE  
 GOAL CONDITIONS: SLAY 15 BULLFANGO  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: SWAMP MINER

*The swamp animals have been unruly lately, especially the Bullfango. I've been asked to hunt down 15 of them. Can you help me out?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance %
Bullfango Pelt	3	25%
Antidote Herb	1	25%
Sap Plant	1	25%
Bullfango Pelt	2	20%
Honey	1	4%
Bullfango Head	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance %
Machalite Ore	1	70%
Lightcrystal	1	29%
Novacrystal	1	1%

## WALKTHROUGH:

Slay or cause the coincidental death of all the Bullfango in the Swamp, including ones in the caves at Areas 7 and 11. Either goad charging beasts to collide into one another, eventually killing each other, or move from area to area as a group and slay the monsters on a one-to-one basis.





## TROUBLE IN THE SWAMP

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 350Z  
 REWARD: 4000Z  
 PENALTY: 1340Z  
 HR POINTS AWARDED: 360  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: SWAMP ZONE  
 GOAL CONDITIONS: SLAY THE GYPCEROS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: GOOD HUNTER

*I thought I was doing well against that creature in the swamp zone, but it was just playing dead! Hunt it down for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5


#### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	1%
Wyvern Fang	6	24%
Wyvern Claw	3	25%
Med Monster Bone	1	25%
Poison Sac	1	20%
Wyvern Fang	10	4%
Novacrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	29%
Novacrystal	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level  quest of the same name, involving slaying the Gypceros. The only difference is that the wyvern's Health and strength are greatly increased, heightening the difficulty of this mission.



## QUARTZ ORE REQUEST

### QUEST LEVEL

TYPE: GATHERING QUEST  
 CONTRACT: 300Z  
 REWARD: 3400Z  
 PENALTY: 1140Z  
 HR POINTS AWARDED: 200  
 HR PENALTY POINTS: 15  
 TIME: 30 MIN.  
 AREA: SWAMP ZONE  
 GOAL CONDITIONS: DELIVER 3 PCS QUARTZ ORE  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: GREEDY MERCHANT

*I never get sick of gems! I hear that White Quartz crystals can be found around here. Bring me 3 pieces of Quartz Ore for a reward.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pierce S Lv1	10
Stun S Lv1	5
Recov S Lv1	5
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Jewel Ticket	1	10%
Machalite Ore	2	25%
Machalite Ore	1	10%
Earth Crystal	1	25%
Earth Crystal	2	25%
Lightcrystal	1	4%
Novacrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	4	75%
Iron Ore	20	25%

## WALKTHROUGH:

Quartz Ore is found by using a pickaxe to mine in Areas 7 and 11 of the Swamp, just like the Sootstone Ore quests previously undertaken. Use the same strategies previously outlined in the earlier quests to deliver 3 Quartz Ores to the camp.





## SLAY THE GENDROME!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	2400Z
PENALTY:	800Z
HR POINTS AWARDED:	230
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY 3 GENDROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	AMBITIOUS NOBLE

*My caravans are being hit by Genprey. 3 Gendrome are leading the pack. Kill them and make the roads safe again for all!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Gendrome Hide	1	1%
Sm Monster Bone	5	19%
Genprey Fang	5	20%
Genprey Hide	4	20%
Sm Bone Husk	24	20%
Genprey Scale	4	15%
Genprey Fang	15	4%
Stun Sac	1	1%

#### SLAY RATHIAN VIA HEAD:

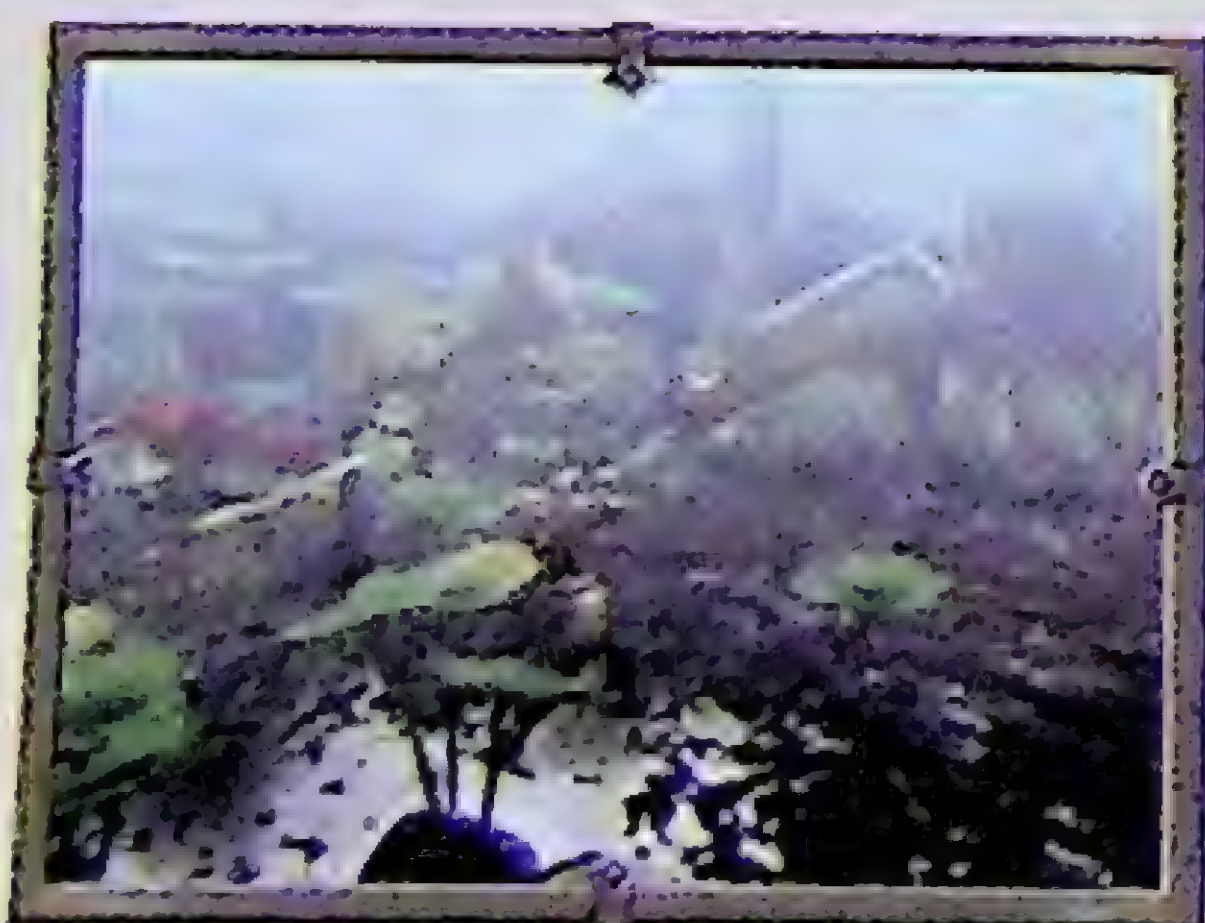
Item	Qty.	Chance%
Rathian Scale	1	75%
Rathian Shell	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Wyvern Claw	3	75%
Rathian Claw	1	25%

## WALKTHROUGH:

Gendromes typically appear first in Areas 5, 9 and 4. But to locate the alpha monster quickly, as well as the Rathian that tends to interfere, use a Psychoserum. Track down, mark and hunt three consecutive Gendromes while avoiding the Rathian if desired.



## RE-SUPPLY THE DRAGONATOR

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	2000Z
PENALTY:	670Z
HR POINTS AWARDED:	170
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	DELIVER 15 PCS COAL
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

*We have installed a steam-powered spear cannon to repel monsters, but we need Coal to power it! Please bring us 15 pieces of it.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pierce S Lv1	10
Stun S Lv1	5
Recov S Lv1	5
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

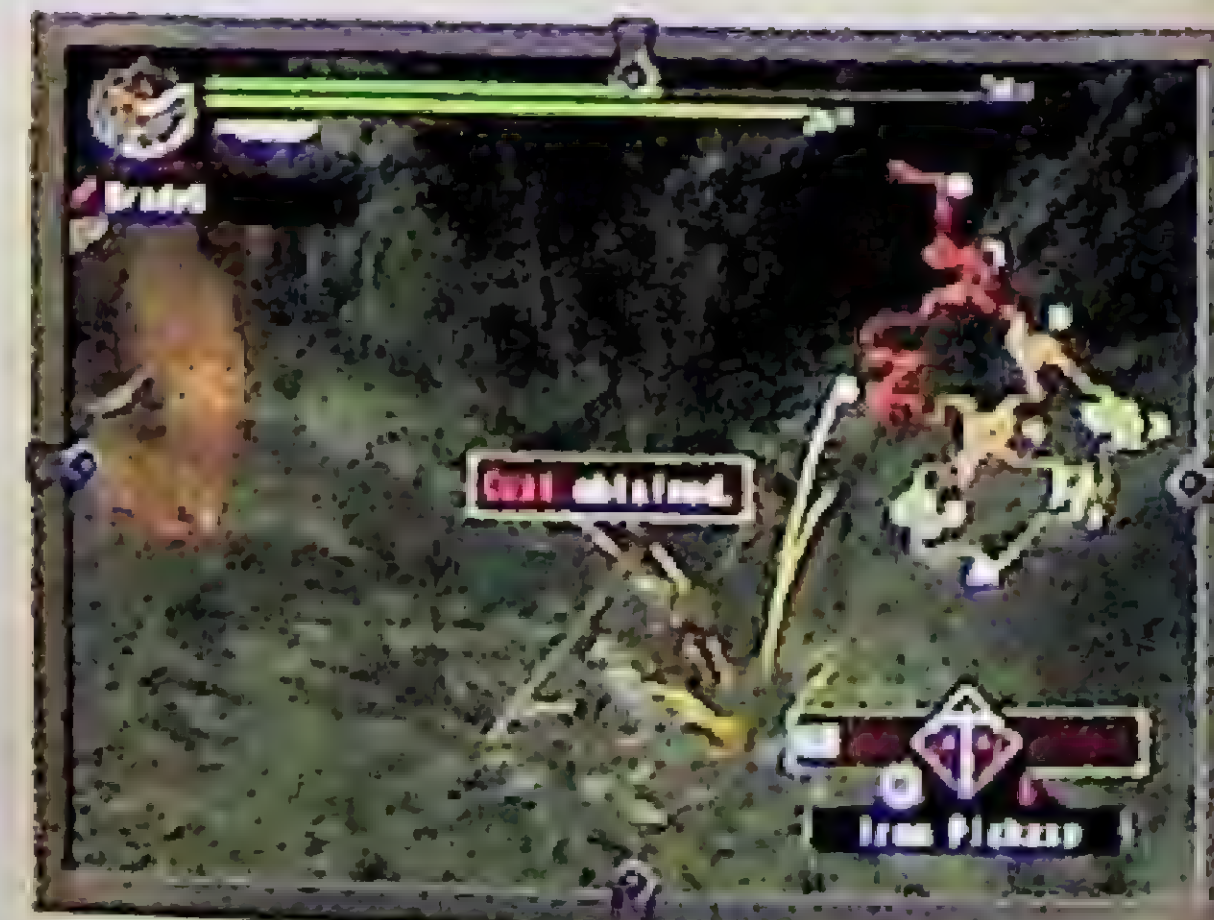
Item	Qty.	Chance%
Machalite Ore	1	1%
Iron Ore	5	24%
Earth Crystal	4	25%
Disk Stone	3	25%
Machalite Ore	2	20%
Union Ore	2	4%
Machalite Ore	4	1%

#### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Gravios Carapace	1	25%

## WALKTHROUGH:

Stock up on Pickaxes and Cool Drinks to complete this quest. Use Pickaxes to mine at the locations marked on the maps in this guide, in Areas 1, 2, 3, 5, 6, and 8. One mining location in Area 8 supplies an infinite amount of ores, including Coal. Each hunter should deliver small amounts of Coal until only one remains. Then everyone should go back out and mine as many Coal pieces as they can, to sell after the quest ends. Then one hunter must give up the final Coal piece required.





## BASARIOS: UNSEEN PERIL

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 400Z  
 REWARD: 4000Z  
 PENALTY: 1340Z  
 HR POINTS AWARDED: 370  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: V OLCANIC ZONE  
 GOAL CONDITIONS: SLAY THE BASARIOS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: UPSET HUNTER

*The area was totally barren, but then I was attacked out of the blue! It had to have been a wyvern. Slay it for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

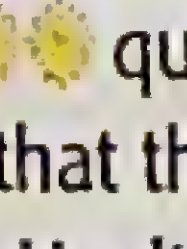
#### REWARD MATERIALS:

Item	Qty.	Chance%
Machalite Ore	1	10%
Sm Bone Husk	24	25%
Machalite Ore	2	25%
Iron Ore	8	25%
Poison Sac	1	10%
Union Ore	1	5%

#### SLAY THE BASARIOS:

Item	Qty.	Chance%
Machalite Ore	4	75%
Iron Ore	16	25%

## WALKTHROUGH:

This quest is identical to the Quest Level  quest of the same name, except that the Basarios has much greater Health and strength to fight with. Refer to the **Monsters** chapter as well as the chapter titled, **A Hunter's Life**, for detailed information on slaying the Basarios.



## SLAY THE GYPCEROS!

### QUEST LEVEL

TYPE: HUNTING QUEST  
 CONTRACT: 350Z  
 REWARD: 4200Z  
 PENALTY: 1400Z  
 HR POINTS AWARDED: 360  
 HR PENALTY POINTS: 15  
 TIME: 50 MIN.  
 AREA: JUNGLE ZONE  
 GOAL CONDITIONS: SLAY THE GYPCEROS  
 FAIL CONDITIONS: REWARD ZERO, TIME OVER  
 REQUESTOR: GUARDED MERCHANT

*I saw a gigantic bird-like monster deep in the jungle! I can't do business with a thing like that in there! Please find it and kill it!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

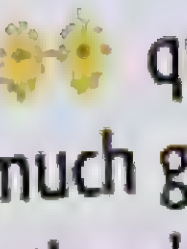
#### REWARD MATERIALS:

Item	Qty.	Chance%
Rubbery Hide	1	1%
Wyvern Fang	6	24%
Wyvern Claw	3	25%
Med Monster Bone	1	25%
Poison Sac	1	20%
Wyvern Fang	10	4%
Novacrystal	1	1%

#### SLAY THE GYPCEROS:

Item	Qty.	Chance%
Machalite Ore	1	70%
Lightcrystal	1	25%
Novacrystal	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level  quest of the same name, except that the Gypceros lasts longer due to its much greater Health and strength. Refer to the **Monsters** chapter as well as the chapter titled, **A Hunter's Life**, for detailed information on slaying the Gypceros in the Jungle.



## MORE COAL PLEASE

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	200Z
REWARD:	2000Z
PENALTY:	670Z
HR POINTS AWARDED:	150
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 15 PCS COAL
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

*We need Coal to power our spear cannon. It can be found in the jungle. The more fuel the better, so please bring us 15 pieces!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pierce S Lv1	10
Stun S Lv1	5
Recov S Lv1	5
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1
Old Pickaxe	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Machalite Ore	1	1%
Iron Ore	5	24%
Earth Crystal	4	25%
Disk Stone	3	25%
Machalite Ore	2	20%
Union Ore	2	4%
Machalite Ore	4	1%

## WALKTHROUGH:

Use the pickaxes supplied as well as ones bought in the shops beforehand to mine at the usual mining spots for Coal. Area 10's mining spot contains an unlimited supply of Coal. Coordinate efforts with other players so that all but one or two Coal pieces are delivered. Then continue mining Coal to earn a hefty bonus for this quest.



## SLAY THE RATHALOS!

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	500Z
REWARD:	6200Z
PENALTY:	2070Z
HR POINTS AWARDED:	500
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE RATHALOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE KINDLY LORD

*I request the assistance of any and all hunters to find and destroy the Rathalos that has appeared near here. Reward offered.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathalos Shell	1	1%
Wyvern Fang	10	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Lg Monster Bone	1	20%
Rathalos Wing	1	4%
Wyvern Marrow	1	1%


#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This quest is identical to the Quest Level  quest of the same name, except that the Rathalos bears higher Health and strength to attack with. Refer to the **Monsters** chapter as well as the chapter titled, **A Hunter's Life**, for detailed information on slaying the Rathalos.





# THE RUNAWAY DIABLOS

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	500Z
REWARD:	6200Z
PENALTY:	2070Z
HR POINTS AWARDED:	540
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE DIABLOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BORDER CAPTAIN

A giant wyvern smashed the border-wall and ran into this area. We need to find and kill it before it causes any more trouble!

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Diablos Shell	1	10%
Blos Jaw	1	20%
Sm Bone Husk	24	25%
Lg Monster Bone	2	20%
Blos Fang	1	5%
Diablos Spine	1	

### SLAY THE DIABLOS:

Item	Qty.	Chance%
Twisted Horn	1	88%
Majestic Horn	1	12%

## WALKTHROUGH:

This quest is identical to the Quest Level quest of the same name, except that the Diablos is stronger and healthier, increasing the difficulty of the mission (as if that were possible). Refer to the **Monsters** chapter as well as the chapter titled, **A Hunter's Life**, for detailed information on slaying a Diablos.



# THE BURROWING MONSTER

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	400Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	400
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY THE CEPHADROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	OASIS TOWN CHIEF

A villager was tracking a pack of monsters, but lost sight of them in the desert. Please find the leader of the pack and kill it for us.

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Piscine Jaw	1	4%
Wyvern Claw	7	20%
Piscine Fang	3	20%
Lg Monster Bone	1	5%
Burst Arrowana	5	25%
Bomb Arrowana	3	20%
Cephalos Fin	1	5%
Lg Lobstershell	1	1%

## WALKTHROUGH:

This quest is exactly like the Level quest of the same name. Use the tips outlined there to slay the Cephadrome, and also refer to the coverage located in the **Monsters** chapter.





## THE SHADOW IN THE CAVE

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	450Z
REWARD:	5000Z
PENALTY:	1670Z
HR POINTS AWARDED:	440
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE KHEZU
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	OLD GEOLOGIST

*We were exploring a cave near here, but stumbled on this disgusting blob-like monster! Get rid of it and save our research!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flabby Hide	1	1%
Wyvern Fang	10	24%
Electro Sac	1	25%
Med Monster Bone	1	25%
Pale Extract	1	20%
Pale Bone	1	4%
Electro Sac	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level quest of the same name. However, the difficulty is higher because the Khezu has greater Health and strength than in the lower-level quest. Also, the monster may initially appear in Area 11. Eventually, it flees back to its nest at Area 8. Refer to the **Monsters** chapter and the chapter, **A Hunter's Life**, for strategies regarding slaying a Khezu.



## THE FEARSOME GRAVIOS

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	600Z
REWARD:	7000Z
PENALTY:	2340Z
HR POINTS AWARDED:	540
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE GRAVIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	THE JUST LORD

*A heavily armored, heat-breathing wyvern has been seen in the swamp. Rid the area of it and I will reward you well.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Gravios Shell	1	1%
Sm Bone Husk	48	20%
Med Monster Bone	3	20%
Lq Monster Bone	2	25%
Poison Sac	1	10%
Sleep Sac	1	10%
Lq Bone Husk	24	9%
Gravios Carapace	1	5%

#### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Gravios Carapace	1	25%

## WALKTHROUGH:

This quest is identical to the Quest Level quest with the same title. The Gravios is more difficult to slay, and with higher defense its scales are even harder to penetrate. Refer to **A Hunter's Life** and the **Monsters** chapters to learn how to stand against a Gravios.





# SLAY THE RATHIAN!

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	450Z
REWARD:	5400Z
PENALTY:	1800Z
HR POINTS AWARDED:	430
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	CHARITABLE MAN

*The monsters in the swamp zone are out of control, the Rathian in particular. I want you to hunt one down. Casualties are spiraling!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Shell	1	1%
Wyvern Fang	10	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Lq Monster Bone	1	20%
Rathian Spike	3	4%
Wyvern Marrow	1	1%

### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This quest is a repeat of the Quest Level quest of the same name. The Rathian provides a bigger fight with greater Health and higher strength. Refer to **A Hunter's Life** and the **Monsters** chapters to determine how best to take down the Rathalos in this inhospitable region.



# VOLCANIC VALOR

## QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	600Z
REWARD:	7400Z
PENALTY:	2470Z
HR POINTS AWARDED:	540
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY THE GRAVIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	VOLCANO TOWNSMAN

*The volcano's activity has stirred up the monsters. Heavily armored wyverns have been attacking us. Can you help us out?*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

### REWARD MATERIALS:

Item	Qty.	Chance%
Gravios Shell	1	1%
Sm Bone Husk	48	20%
Med Monster Bone	3	20%
Lq Monster Bone	2	25%
Poison Sac	1	10%
Sleep Sac	1	10%
Lq Bone Husk	24	9%
Gravios Carapace	1	5%

### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Gravios Carapace	1	25%

## WALKTHROUGH:

This quest is identical to the Quest Level quest with the same title. The Gravios is more difficult to slay, and with higher defense its scales are even harder to penetrate. Refer to **A Hunter's Life** and the **Monsters** chapters to learn how to stand against a Gravios.





## IOPREY HUNTING

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	200Z
REWARD:	1800Z
PENALTY:	600Z
HR POINTS AWARDED:	200
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY 20 IOPREY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	MINE OWNER

*We encountered a huge Ioprey nest in a deep tunnel! We can't continue working unless you kill 20 of them for us!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Ioprey Hide	3	25%
Sm Monster Bone	1	25%
Ioprey Fang	4	25%
Ioprey Scale	3	20%
Ioprey Fang	10	4%
Ioprey Fang	20	1%

## LEADERS OF THE IOPREY

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	250Z
REWARD:	3000Z
PENALTY:	1000Z
HR POINTS AWARDED:	250
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY 3 IODROME
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	EXPERT HUNTER

*I've been fighting Iodrome, but I had to retreat with just 3 of them left! The credit's yours if you can take them out for me.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Iodrome Hide	1	1%
Sm Monster Bone	5	19%
Ioprey Fang	5	20%
Ioprey Hide	4	20%
Sm Bone Husk	24	20%
Ioprey Scale	4	15%
Ioprey Fang	15	4%
Poison Sac	1	1%

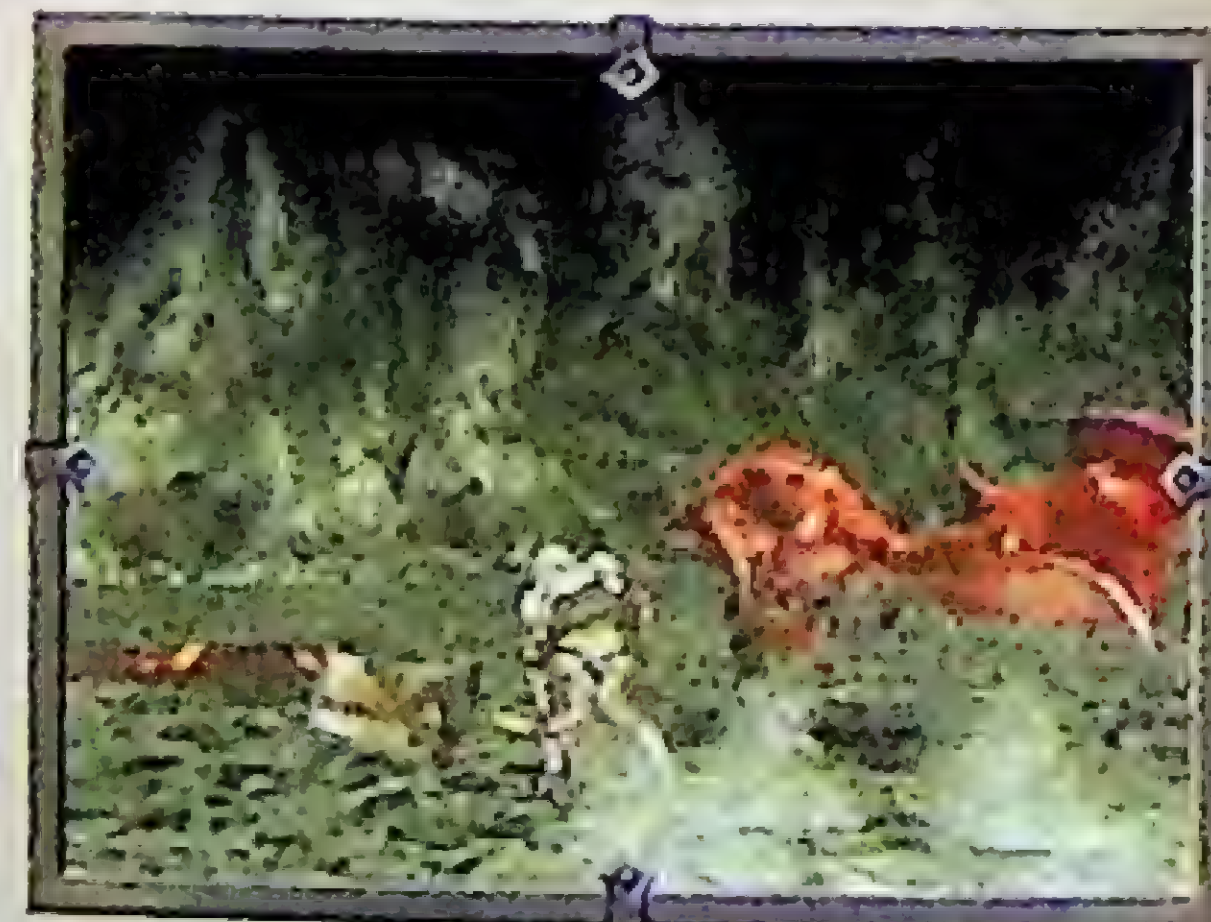
## WALKTHROUGH:

Powerful weapons help to slay Ioprey clogging the Volcanic Zone more efficiently. The ability to inflict poison status wouldn't hurt either. Use Antidotes to cure the effects of the Ioprey's poison spit attack. Ioprey are found in all areas except for 2 and 8.



## WALKTHROUGH:

Iodromes are undoubtedly the toughest of the alpha raptors, capable of leaping further, pouncing more accurately, and they also spit acid. The first Iodrome typically appears in Area 5 and heads right into Area 3. Area 1 is one of the best places to fight the Iodrome, especially amid the narrow spaces between canyon walls in the east portion of the area. When each Iodrome is slain, carve it quickly because another soon appears. Because Iodrome take so long to bring down, focus on the task at hand rather than side gathering.





## BRING US POWDERSTONE!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	300Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	650
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	DELIVER 3 POWDERSTONES
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

*We have a Great Cannon here for wyverns, but we need Powderstone to make ammo for it. Please deliver 3 Powderstones.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

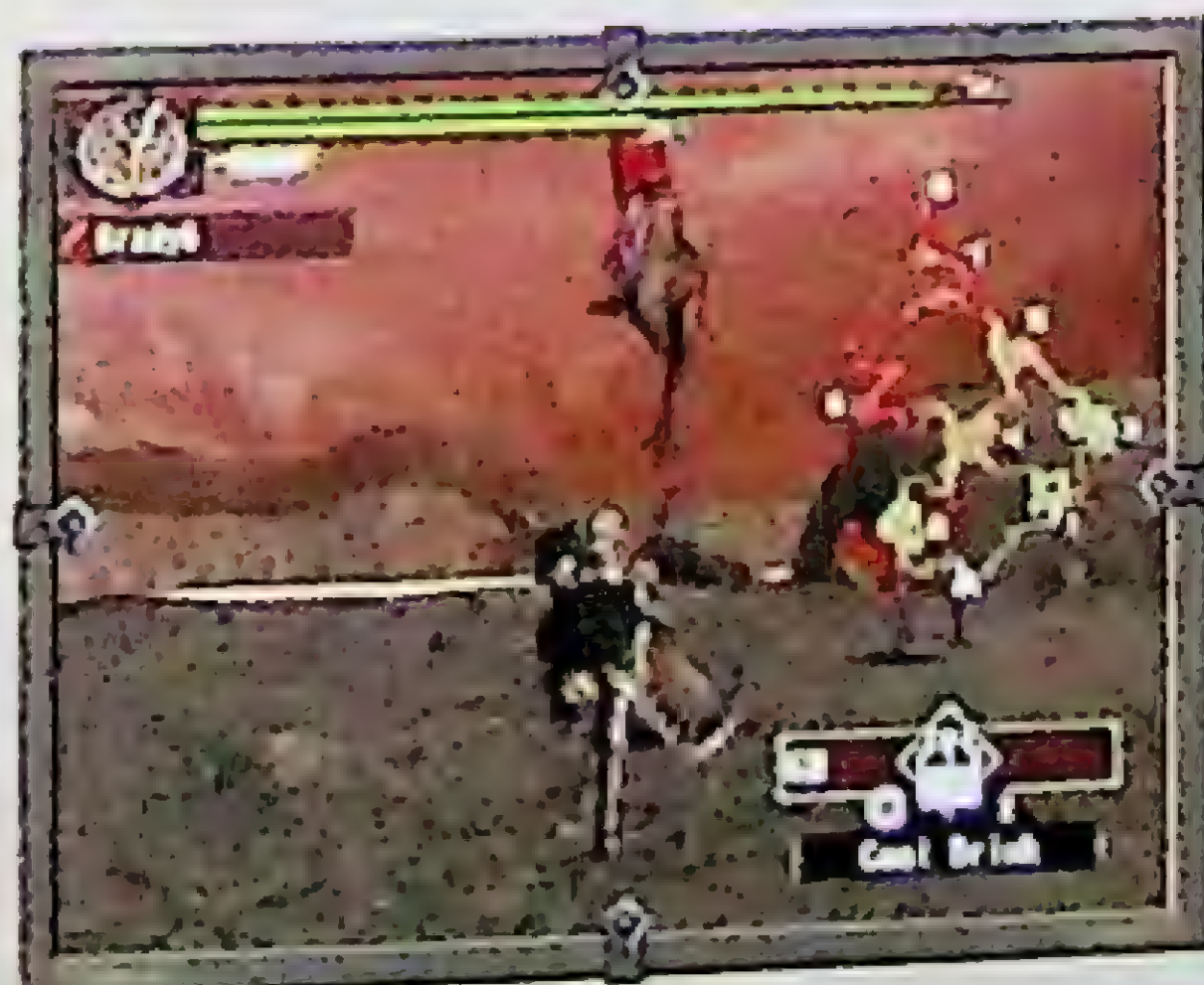
Item	Qty.	Chance%
Commendation	1	20%
Gunpowder	1	25%
Gunpowder	1	25%
Gunpowder	1	25%
Firestone	1	4%
Firestone	1	1%

#### SLAY THE GRAVIOS:

Item	Qty.	Chance%
Gravios Shell	1	75%
Gravios Carapace	1	25%

## WALKTHROUGH:

Find Powderstones near the edge of the volcano in Area 8 and try to navigate back to the campsite. If all players work together to protect a single egg-carrier, then it is easier to get back to camp. Deliver 3 Powderstones, avoiding the interference of enemies as well as the Gravios.



## BASARIOS: INVISIBLE TERROR

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	400Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	540
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY THE BASARIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	UPSET HUNTER

*The area was totally barren, but then I was attacked out of the blue! It had to have been a wyvern. Slay it for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Union Ore	1	10%
Sm Bone Husk	24	25%
Machalite Ore	2	25%
Iron Ore	8	25%
Poison Sac	1	10%
Machalite Ore	2	5%

#### SLAY THE BASARIOS:

Item	Qty.	Chance%
Machalite Ore	4	75%
Iron Ore	20	25%

## WALKTHROUGH:

This quest is identical to the Level 100 quest with the same title. Use a Psychoserum to determine the location of the monster, and use group strategy to lure it toward exploding flint stones in the landscape. The creature has higher health and strength than in the lower-level quests, so greater care is required.





## WYVERN IN THE DARKNESS

### QUEST LEVEL

**TYPE:** HUNTING QUEST  
**CONTRACT:** 450Z  
**REWARD:** 5000Z  
**PENALTY:** 1670Z  
**HR POINTS AWARDED:** 440  
**HR PENALTY POINTS:** 15  
**TIME:** 50 MIN.  
**AREA:** JUNGLE ZONE  
**GOAL CONDITIONS:** SLAY THE KHEZU  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** JUNGLE CHIEF

*Long have my people spoken of a wyvern in the cave in the jungle, capable of attacking with electricity. Please destroy it for us!*


#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Flabby Hide	1	1%
Wyvern Fang	10	24%
Electro Sac	1	25%
Med Monster Bone	1	25%
Pale Extract	1	20%
Pale Bone	1	4%
Electro Sac	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level  outing of the same name. The Khezu's health and attacking abilities are much greater in this upper-level quest, justifying the higher reward value.



## SLAY THE IODROME!

### QUEST LEVEL

**TYPE:** HUNTING QUEST  
**CONTRACT:** 250Z  
**REWARD:** 2800Z  
**PENALTY:** 940Z  
**HR POINTS AWARDED:** 240  
**HR PENALTY POINTS:** 15  
**TIME:** 50 MIN.  
**AREA:** JUNGLE ZONE  
**GOAL CONDITIONS:** SLAY 3 IODROME  
**FAIL CONDITIONS:** REWARD ZERO, TIME OVER  
**REQUESTOR:** JUNGLE MASTER

*A pack of monsters headed by 3 Iodrome is causing trouble around here. Can you defeat the Iodrome to help us out?*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Iodrome Hide	1	1%
Sm Monster Bone	5	19%
Ioprey Fang	5	20%
Ioprey Hide	4	20%
Sm Bone Husk	24	20%
Ioprey Scale	4	15%
Ioprey Fang	15	4%
Poison Sac	1	1%

## WALKTHROUGH:

The first of the three Iodrome monsters initially appears in Area 2 or 3. Be sure to carry plenty of Antidotes to cure poisoning. The next Iodrome appears when the first is deceased, and the third appears after the second dies.





## WATER WYVERN IN THE JUNGLE QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	400Z
REWARD:	4000Z
PENALTY:	1340Z
HR POINTS AWARDED:	460
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE PLESIOTH
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	PROUD HUNTER

*I found a water-dwelling wyvern in the jungle! I tried taking it out, but water's my weak spot. Can you hunt it down for me?*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Plesioth Fin	1	9%
Wyvern Claw	6	20%
Piscine Fang	1	20%
Scatterfish	3	20%
Lg Monster Bone	1	10%
Bomb Arrowana	3	20%
Lg Lobstershell	1	1%

## WALKTHROUGH:

This quest is identical to the Quest Level mission of the same name. The Plesioth has greater health and strength, and becomes a much harder monster to trap and kill. Refer to the previous description for details, as well as the **Monsters** chapter for additional tips.



## WYVERN EGG HUNT QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	980Z
REWARD:	3800Z
PENALTY:	1270Z
HR POINTS AWARDED:	200
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	DELIVER 3 WYVERN EGGS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	ROYAL CHEF

*Ever eaten a Wyvern Egg? I made a dish with them, and it was a big hit with everyone! I'd like you to deliver 3 of the eggs!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

### REWARD MATERIALS:

Item	Qty.	Chance%
Egg Ticket	1	4%
Potion	2	25%
Honey	2	25%
Nutrients	1	25%
Potion	3	15%
Mega Nutrients	1	6%

### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

Clear all the enemies out of Area 6, including the Rathian if it appears. The monster rarely leaves, so it must be dealt with in order to get the egg safely out of the area. Three hunters must protect the egg-carrier in order to make it through the Bullfango-filled cave at Area 4 as well as the lprey-packed Area 1.



## QUEEN OF THE JUNGLE

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	450Z
REWARD:	5400Z
PENALTY:	1800Z
HR POINTS AWARDED:	430
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	JUNGLE ZONE
GOAL CONDITIONS:	SLAY THE RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	INFLUENTIAL NOBLE

*I have traveled far to find a hunter capable of ridding my lands of a troublesome wyvern. Please defeat the Rathian for us.*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathian Shell	1	1%
Wyvern Fang	10	24%
Wyvern Claw	5	25%
Med Monster Bone	2	25%
Lq Monster Bone	1	20%
Rathian Spike	3	4%
Wyvern Marrow	1	1%


#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Scale	1	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This quest is identical to the similarly titled Level  quest. Check there for area specifics and also reference the **Monsters** and **A Hunter's Life** chapters for further wyvern-slaying info.

## A TROUBLESOME PAIR

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	1240Z
REWARD:	8400Z
PENALTY:	2800Z
HR POINTS AWARDED:	1000
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	FOREST AND HILLS
GOAL CONDITIONS:	SLAY THE RATHALOS AND RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BRAVE PRINCE

*A Rathalos and Rathian have paired up and are ravaging my country! My father won't let me go, so please kill them for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Wyvern Marrow	1	5%
Rathian Scale	1	20%
Rathian Shell	1	15%
Rathalos Scale	1	20%
Rathalos Shell	1	15%
Rathian Spike	3	10%
Rathalos Tail	1	10%
Rathalos Wing	1	5%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Shell	2	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Rathalos Claw	2	25%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Shell	2	25%

#### SLAY RATHIAN VIA TAIL:

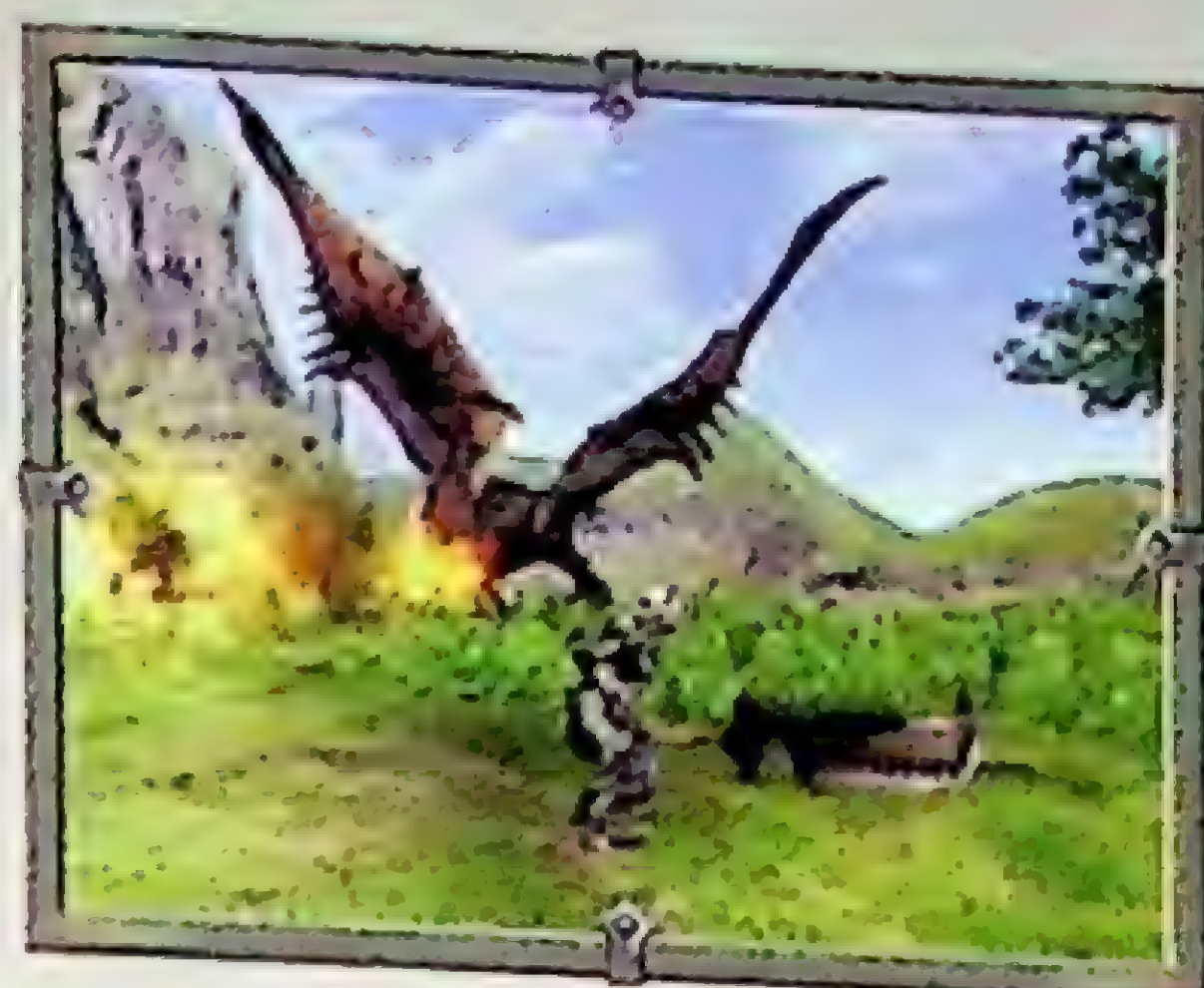
Item	Qty.	Chance%
Rathian Claw	1	75%
Rathian Claw	2	25%

## WALKTHROUGH:

After splitting up the meager Supply Box items, rush to Area 4 where the Rathalos sits idly grazing. Attack and slay the monster entirely in Area 4, if possible. If the Rathalos escapes back to the cave at Area 5, the Rathian may be waiting there also. Attempting to fight two wyverns in such tight quarters



is suicide. Therefore, when the Rathalos attempts to fly off, blow a Flute to attempt to force it to land. When the Rathalos is dead, combine items to make more Lg Barrel-Bombs and Pitfall Traps. Then go after the Rathian, which typically flies back and forth between Areas 5 and 9.



## FOUR HORNS

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	1240Z
REWARD:	9800Z
PENALTY:	3270Z
HR POINTS AWARDED:	1080
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	DESERT ZONE
GOAL CONDITIONS:	SLAY 2 DIABLOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	LOVELY PRINCESS

*I simply can't bear to think about the terror and pain those Diablos are causing my people. Hunt down 2 Diablos for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Diablos Spine	1	25%
Diablos Shell	1	30%
Sm Bone Husk	48	15%
Lg Bone Husk	24	15%
Diablos Spine	2	10%
Lg Monster Bone	4	5%

#### SLAY ONE OR BOTH DIABLOS:

Item	Qty.	Chance%
Twisted Horn	2	62%
Diablos Spine	2	22%
Majestic Horn	1	16%

## WALKTHROUGH:

Sometimes the two Diablos may appear in the same area meaning that wise hunters should wait until one moves to a different area. The best encouragement to make a Diablos move is to enter the area, mark it with paint, and flee. When the two Diablos are separate, choose one as a group and proceed to attack with the usual strategies. Use Sonic Bombs when a Diablos burrows, and sidestep charging attacks so that the monster's horns become stuck in a canyon wall. Avoid fighting in Areas 2 or 7 at all costs, and be sure to use Demondrugs and Armorskins to enhance combat ability. Make every slash count!



## BRING US POWDERSTONE!

### QUEST LEVEL

TYPE:	GATHERING QUEST
CONTRACT:	1120Z
REWARD:	6200Z
PENALTY:	2070Z
HR POINTS AWARDED:	220
HR PENALTY POINTS:	15
TIME:	30 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	DELIVER 3 POWDERSTONES
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	FORT GUARD

*Please bring us 3 Powderstones. We need them to make ammo for our Great Cannon. Then we'll teach those wyverns a few tricks!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lv1	10
Recov S Lv1	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Firestone	1	1%
Gunpowder	1	25%
Gunpowder	1	25%
Gunpowder	1	25%
Commendation	1	20%
Gunpowder	5	4%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Scale	1	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Wyvern Claw	3	25%

## WALKTHROUGH:

This quest is similar to the other quest in this category, except that the wyvern appearing in the Volcanic Zone is a Rathalos with a keen sense of timing. The monster inevitably shows up in Area 7 whenever hunters attempt to leave Area 8 carrying Powderstone. Since Area 8 is also home to a never-ending series of loprey, the wisest strategy is to seek out and find the Rathalos right at the beginning. Use a Psychoserum to determine its location, which is initially area 4 or 6. Half the party should head for the Rathalos and keep it busy, while the other two work to grab Powderstones from Area 8 and deliver them successfully to the campsite. Of the two following the main objective, one should carry the stone while the other acts as bodyguard. This quest is nearly impossible to clear, based on the fact that 3 Powderstones must be acquired in under 30 minutes!





## TWO ROCK WYVERNS

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	1240Z
REWARD:	7500Z
PENALTY:	2500Z
HR POINTS AWARDED:	1080
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	VOLCANIC ZONE
GOAL CONDITIONS:	SLAY 2 BASARIOS
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	MINE OWNER

*Our digging has all but stopped! Tough Rock Wyverns have taken over the mine! Please hunt down and kill 2 of them!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5
Cool Drink	1
Cool Drink	1
Cool Drink	1
Cool Drink	1

#### REWARD MATERIALS:

Item	Qty.	Chance%
Union Ore	1	10%
Lg Bone Husk	24	15%
Machalite Ore	2	30%
Iron Ore	10	20%
Poison Sac	1	15%
Machalite Ore	2	10%

#### SLAY ONE OR BOTH BASARIOS:

Item	Qty.	Chance%
Union Ore	1	50%
Machalite Ore	1	50%

## WALKTHROUGH:

The Basarios are content to hide in Areas 2 and 3 of the Volcanic Zone. Flip a coin or decide somehow which monster to take down first, and use the usual tactics to take down the Basario. Once the first creature is slain, return to camp, rest, and then head to the other area to take on the second monster. As in previous duo-wyvern quests, monitoring health is a priority. Carry plenty of Lifepowders and Mega Potions to stay alive and thriving through two wyvern battles.



## WYVERNS OF LAND AND SKY

### QUEST LEVEL

TYPE:	HUNTING QUEST
CONTRACT:	1240Z
REWARD:	8800Z
PENALTY:	2940Z
HR POINTS AWARDED:	1000
HR PENALTY POINTS:	15
TIME:	50 MIN.
AREA:	SWAMP ZONE
GOAL CONDITIONS:	SLAY THE RATHALOS AND RATHIAN
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	WISE QUEEN

*A pair of wyverns have been seen in the jungle zone. They may attack at any moment. Brave hunters, slay both of them for me!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Pellet S Lvl	10
Recov S Lvl	5

#### REWARD MATERIALS:

Item	Qty.	Chance%
Rathalos Wing	1	5%
Rathian Scale	1	20%
Rathian Shell	1	15%
Rathalos Scale	1	20%
Rathalos Shell	1	15%
Rathian Spike	3	10%
Rathalos Tail	1	10%
Wyvern Marrow	1	5%

#### SLAY RATHALOS VIA HEAD:

Item	Qty.	Chance%
Rathalos Shell	1	75%
Rathalos Shell	2	25%

#### SLAY RATHALOS VIA TAIL:

Item	Qty.	Chance%
Rathalos Claw	1	75%
Rathalos Claw	2	25%

#### SLAY RATHIAN VIA HEAD:

Item	Qty.	Chance%
Rathian Shell	1	75%
Rathian Shell	2	25%

#### SLAY RATHIAN VIA TAIL:

Item	Qty.	Chance%
Rathian Claw	1	75%
Rathian Claw	2	25%

## WALKTHROUGH:

The Rathalos tends to hang out in the marshes at Area 5, where Pitfall Traps will not work. For this reason, head through the south portions of the Swamp to Area 9, where the Rathian prefers to dwell. Melynx tend to frequent this area as well, so drive them out quickly with attacks while other teammates begin setting up Pitfall Traps and Lg Barrel-Bombs. The Rathian occasionally enters Area 9 on its patrol route, and that's the time to mark the wyverns with paint and run. Wait until the Rathalos leaves, and return to engage the Rathian once more. When the female is finished, track the Rathalos to an area with firm ground and use more traps to combat the second monster as well.



## THE LEGENDARY BLACK DRAGON

### QUEST LEVEL: URGENT

TYPE:	HUNTING QUEST
CONTRACT:	1600Z
REWARD:	9600Z
PENALTY:	3300Z
HR POINTS AWARDED:	2000
HR PENALTY POINTS:	15
TIME:	15 MIN.
AREA:	CASTLE SCHRADE
GOAL CONDITIONS:	DAMAGE FATALIS AS MUCH AS YOU CAN TO DRIVE HIM AWAY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BELOVED KING

*With this money, we can repair the Ballista! I hear there is ammunition for it in the arsenal—put it to good use in your battle!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Lifepowder	2
Ballista S	3
Ballista S	3
Ballista S	3
Ballista S	3

#### REWARD MATERIALS:

Item	Qty.	Chance %
Fatalis' Webbing	1	25%
Fatalis' Scale	1	25%
Fatalis' Shell	1	25%
Lightcrystal	5	14%
Novacrystal	3	10%
Fatalis' Horn	1	1%

#### SLAY FATALIS:

Item	Qty.	Chance %
Fatalis' Eye	1	100%

#### SLAY FATALIS VIA HEAD:

Item	Qty.	Chance %
Fatalis' Horn	1	100%

#### DESTROY FATALIS' HORNS:

Item	Qty.	Chance %
Fatalis' Horn	1	100%

#### DESTROY FATALIS' WINGS:

Item	Qty.	Chance %
Fatalis' Webbing	1	100%

#### DESTROY FATALIS' TAIL:

Item	Qty.	Chance %
Fatalis' Crust	1	100%

## WALKTHROUGH:

This is the first of four urgent quests that open when a legendary hunter reaches HR 20, clears all of the online quests, and slays 50 Rathians and 50 Rathalos. The evil black dragon Fatalis lands in the castle courtyard. Climb the ladder in the northeast corner of the courtyard and head inside to find the gray Supply Box. Stock up on Ballista S and return to the courtyard. The Ballista is mounted on the opposite wall. Hunters must split up and lead Fatalis in various directions using Flutes. Then the Ballista can aim at Fatalis at far range. If the monster approaches the Ballista, wait until raises its head before firing. Spread out all along the walls and use Bowguns to shoot the monster with Dragon S or Crag S. This quest is probably the most difficult of all the "Legendary Black Dragon" quests, requiring hunters to rely on equipped weapons rather than the machinery of the castle.



## THE LEGENDARY BLACK DRAGON

### QUEST LEVEL: URGENT

TYPE:	HUNTING QUEST
CONTRACT:	2200Z
REWARD:	9600Z
PENALTY:	3300Z
HR POINTS AWARDED:	2000
HR PENALTY POINTS:	15
TIME:	15 MIN.
AREA:	CASTLE SCHRADE
GOAL CONDITIONS:	DAMAGE FATALIS AS MUCH AS YOU CAN TO DRIVE HIM AWAY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BELOVED KING

*With this money we can rebuild the Castle Gate and crush the black dragon! Use both this and the Ballista in your battle!*

#### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Lifepowder	2
Ballista S	3
Ballista S	3
Ballista S	3
Ballista S	3

#### REWARD MATERIALS:

Item	Qty.	Chance %
Fatalis' Webbing	1	25%
Fatalis' Scale	1	25%
Fatalis' Shell	1	25%
Lightcrystal	5	14%
Novacrystal	3	10%
Fatalis' Horn	1	1%



**SLAY FATALIS:**

Item	Qty.	Chance%
Fatalis' Eye	1	100%

**SLAY FATALIS VIA HEAD:**

Item	Qty.	Chance%
Fatalis' Horn	1	100%

**DESTROY FATALIS' HORNS:**

Item	Qty.	Chance%
Fatalis' Horn	1	100%

**DESTROY FATALIS' WINGS:**

Item	Qty.	Chance%
Fatalis' Webbing	1	100%

**DESTROY FATALIS' TAIL:**

Item	Qty.	Chance%
Fatalis' Crust	1	100%

**WALKTHROUGH:**

This is one of four urgent quests that open when a legendary hunter reaches HR 20, clears all of the online quests, and slays 50 Rathians and 50 Rathalos. The second courtyard is open during this battle, and the Ballistas in both courtyards operate. If Fatalis flies high out of view, it is moving to the other courtyard. Relocate and prepare to continue the battle. At some point, the Ballista operators must join with the hunters fighting Fatalis from the ground level. As a group, attempt to lead the monster under the great Castle Gate between the courtyards. If successful, the gate crashes down and pins the monster, causing excessive damage. While the monster is trapped, run up and attack it from the sides while it is wounded and vulnerable. Avoid approaching the head or neck of the trapped dragon, or certain damage results. Continue damaging Fatalis as much as possible until time expires.



## THE LEGENDARY BLACK DRAGON

### QUEST LEVEL: URGENT

TYPE:	HUNTING QUEST
CONTRACT:	2400Z
REWARD:	9600Z
PENALTY:	3300Z
HR POINTS AWARDED:	2000
HR PENALTY POINTS:	15
TIME:	15 MIN.
AREA:	CASTLE SCHRADE
GOAL CONDITIONS:	DAMAGE FATALIS AS MUCH AS YOU CAN TO DRIVE HIM AWAY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BELOVED KING

*We have repaired the Great Cannon for use against the black dragon. Ammo is in the arsenal. Use it, the Castle Gate, and the Ballista!*

**SUPPLY ITEMS:**

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Huskberry	10
Normal S Lv3	10
Pierce S Lv1	10
Recov S Lv1	5
Lifepowder	2
Ballista S	3
Ballista S	3
Ballista S	3
Ballista S	3

**REWARD MATERIALS:**

Item	Qty.	Chance%
Fatalis' Webbing	1	25%
Fatalis' Scale	1	25%
Fatalis' Shell	1	25%
Lightcrystal	5	14%
Novacrystal	3	10%
Fatalis' Horn	1	1%

**SLAY FATALIS:**

Item	Qty.	Chance%
Fatalis' Eye	1	100%

**SLAY FATALIS VIA HEAD:**

Item	Qty.	Chance%
Fatalis' Horn	1	100%

**DESTROY FATALIS' HORNS:**

Item	Qty.	Chance%
Fatalis' Horn	1	100%

**DESTROY FATALIS' WINGS:**

Item	Qty.	Chance%
Fatalis' Webbing	1	100%

**DESTROY FATALIS' TAIL:**

Item	Qty.	Chance%
Fatalis' Crust	1	100%



## WALKTHROUGH:

This is one of four urgent quests that open when a legendary hunter reaches HR 20, clears all of the online quests, and slays 50 Rathians and 50 Rathalos. The cannon mounted on the wall to the right of the castle gate works again. Enter the castle storeroom and search the pile of cannonballs to find Cannon S. Carry the oversized object outside carefully. If other hunters have attracted the monster's attention and it is positioned in front of the cannon, press  $\otimes$  to fire the cannon. Now that the north courtyard is open, Fatalis may fly high out of sight and move to the other courtyard. If so, mount the Ballista and carry Cannon S to the cannon in this courtyard as well. As a group, try to goad the monster into crossing the threshold between courtyards. The castle gate automatically slams down on its neck if this works. While the monster is trapped, quickly run up and strike while its defense is lower. Continue using Bowguns, the Ballistas, and the cannons to pummel the creature.



## THE LEGENDARY BLACK DRAGON QUEST LEVEL: URGENT

TYPE:	HUNTING QUEST
CONTRACT:	2800Z
REWARD:	9600Z
PENALTY:	3300Z
HR POINTS AWARDED:	2000
HR PENALTY POINTS:	15
TIME:	15 MIN.
AREA:	CASTLE SCHRADE
GOAL CONDITIONS:	DAMAGE FATALIS AS MUCH AS YOU CAN TO DRIVE HIM AWAY
FAIL CONDITIONS:	REWARD ZERO, TIME OVER
REQUESTOR:	BELOVED KING

*Now we can repair the steam-driven Dragonator spear cannon. You have one shot, so aim well! And use our other weaponry as well!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Normal S Lv3	10
Pierce S Lv1	10
Recov S Lv1	5
Ballista S	3
Ballista S	3
Ballista S	3
Ballista S	3
Lifepowder	2
Lifepowder	2

### REWARD MATERIALS:

Item	Qty.	Chance%
Fatalis' Webbing	1	25%
Fatalis' Scale	1	25%
Fatalis' Shell	1	25%
Lightcrystal	5	14%
Novacrystal	3	10%
Fatalis' Horn	1	1%

### SLAY FATALIS:

Item	Qty.	Chance%
Fatalis' Eye	1	100%

### SLAY FATALIS VIA HEAD:

Item	Qty.	Chance%
Fatalis' Horn	1	100%

### DESTROY FATALIS' HORNS:

Item	Qty.	Chance%
Fatalis' Horn	1	100%

### DESTROY FATALIS' WINGS:

Item	Qty.	Chance%
Fatalis' Webbing	1	100%

### DESTROY FATALIS' TAIL:

Item	Qty.	Chance%
Fatalis' Crust	1	100%

## WALKTHROUGH:

This is one of four urgent quests that open when a legendary hunter reaches HR 20, clears all of the online quests, and slays 50 Rathians and 50 Rathalos. All equipment in the castle is in operating condition. This is the quest where hunters might just be able to slay the ruthless black dragon! When Fatalis is in the north courtyard, everyone should move in front of the massive spear cannon situated at the top of the area. When Fatalis approaches, one hunter atop the battlements can press the button to fire the spear cannon and pierce Fatalis' heart! If all four quests have been successfully run in succession, this may just kill the monster. All of the NPCs in town now regard your abilities with true amazement. You have become...the legendary Monster Hunter!





# A GIANT DRAGON INVADERS!

## QUEST LEVEL: URGENT

**TYPE:** HUNTING QUEST  
**CONTRACT:** 4600Z  
**REWARD:** 24000Z  
**PENALTY:** 9600Z  
**HR POINTS AWARDED:** 1000  
**HR PENALTY POINTS:** 15  
**TIME:** 35 MIN.  
**AREA:** FORT  
**GOAL CONDITIONS:** REPEL LAO-SHAN LUNG  
**FAIL CONDITIONS:** IF THE FORT IS DESTROYED:  
 REWARD ZERO, TIME OVER  
**REQUESTOR:** LOYAL MINISTER

*A giant dragon has attacked our fort again! Use the fort's weaponry to slay the beast and save our great nation!*

### SUPPLY ITEMS:

Item	Qty.
Map	1
Map	1
Map	1
Map	1
Mini Whetstone	2
Mini Whetstone	2
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
First-aid Med.	3
Ration	2
Ration	2
Ration	2
Ration	2
Huskberry	10
Normal S Lv3	10
Pierce S Lv1	10
Recov S Lv1	5
Lifepowder	2
Ballista S	3
Ballista S	3
Ballista S	3
Ballista S	3

### REWARD MATERIALS:

Item	Qty.	Chance %
Lao-Shan's Spine	1	25%
Lao-Shan's Claw	1	20%
Lao-Shan's Scale	1	30%
Lao-Shan's Shell	1	24%
Lao-Shan's Spine	2	1%

### DESTROY LAO-SHAN'S HORN:

Item	Qty.	Chance %
Lao-Shan's Horn	1	100%

### SLAY LAO-SHAN VIA HEAD:

Item	Qty.	Chance %
Ruststone	1	7%
Ruststone	1	7%
Ruststone	1	7%
Ruststone	1	7%
Ruststone	1	7%
Lao-Shan's Shell	1	65%

### SLAY LAO-SHAN VIA TAIL:

Item	Qty.	Chance %
Lao-Shan's Spine	1	49%
Lao-Shan's Shell	1	25%
Ruststone	1	5%
Ruststone	1	5%
Ruststone	1	5%
Ruststone	1	5%
Ruststone	1	5%
Lao-Shan's Plate	1	1%


### DESTROY LAO-SHAN'S LEFT WING:

Item	Qty.	Chance %
Lao-Shan's Spine	1	80%
Lao-Shan's Shell	1	10%
Lao-Shan's Scale	1	10%

### DESTROY LAO-SHAN'S RIGHT WING:

Item	Qty.	Chance %
Lao-Shan's Spine	1	80%
Lao-Shan's Shell	1	10%
Lao-Shan's Scale	1	10%

## WALKTHROUGH:

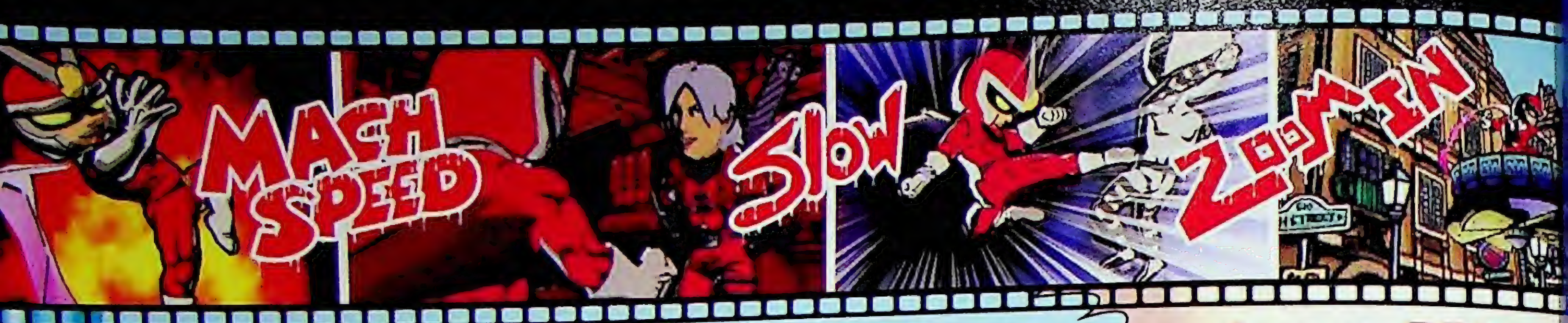
This quest is identical to the Level  Urgent quest with the same title. However, Lao-Shan is back with greater health and greater attacking power. The fort will not hold out as long and stopping points such as the barrier in Area 3 will not hold out as long. As the game is replayed and weapons are improved, attempt to hack off pieces of Lao-Shan such as the nose horn, the head, the tail or the wings. Severing any of these body parts rewards bonus materials when the quest is complete.











\$29.99\*

NOW SHOWING  
ON THE  
PLAYSTATION<sup>®</sup> 2

"GAME OF THE YEAR"

(NINTENDO GAMECUBE<sup>™</sup> VERSION) • USA TODAY • 2003



PLAYER'S CHOICE  
NINTENDO  
GAMECUBE



PlayStation 2



LIFE IS VIEWTIFUL

AN AVERAGE JOE CAUGHT UP IN A CRAZY STUNT-FILLED ACTION MOVIE WORLD. WITH THE AID OF HIS HERO, CAPTAIN BLUE, JOE IS GRANTED POWERS WHICH TURN HIM INTO VIEWTIFUL JOE, THE MOST STYLISH SUPERHERO TO GRACE THE SILVER SCREEN.



Cartoon Violence  
Suggestive Themes

BRADYGAMES  
Strategy Guide  
AVAILABLE

NINTENDO  
GAMECUBE

PlayStation 2



CAPCOM  
capcom.com/vjoe

©Capcom Co., Ltd. 2003-2004. ©Capcom U.S.A., Inc. 2003, 2004. ALL RIGHTS RESERVED. Developed by CloverStudio Co., Ltd. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM logo are registered trademarks of CAPCOM CO., LTD. DEVIL MAY CRY and VIEWTIFUL JOE are trademarks of CAPCOM CO., LTD. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Nintendo, Nintendo GameCube and the Official Seal are trademarks of Nintendo. ©2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

\*PlayStation 2 version only. Not available on the PlayStation 2 version.







# MONSTER HUNTER

## OFFICIAL STRATEGY GUIDE

By Dan Birlew

© 2005 Pearson Education

BradyGAMES® is a registered trademark of Pearson Education, Inc.

All rights reserved, including the right of reproduction in whole or in part in any form.

### BradyGAMES Publishing

An Imprint of Pearson Education  
800 East 96th Street, Third Floor  
Indianapolis, Indiana 46240

© Capcom Co., Ltd. 2004, © Capcom U.S.A., Inc. 2004. ALL RIGHTS RESERVED. CAPCOM and the CAPCOM LOGO are registered trademarks of Capcom Co., Ltd.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO", and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board, and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at (800) 771-3772 or visit [esrb.org](http://esrb.org). For information regarding licensing issues, please call the ESA at (212) 779-4372. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of the books.

ISBN: 0-7440-0362-8

Library of Congress Catalog No.: 2004109400

**Printing Code:** The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the book's printing. For example, 04-1 shows that the first printing of the book occurred in 2004.

07 06 05 04  
4 3 2 1

Manufactured in the United States of America.

**Limits of Liability and Disclaimer of Warranty:** THE AUTHOR AND PUBLISHER MAKE NO WARRANTY OF ANY KIND, EXPRESSED OR IMPLIED, WITH REGARD TO THESE PROGRAMS OR THE DOCUMENTATION CONTAINED IN THIS BOOK. THE AUTHOR AND PUBLISHER SPECIFICALLY DISCLAIM ANY WARRANTIES OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE. THE AUTHOR AND PUBLISHER SHALL NOT BE LIABLE IN ANY EVENT FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES IN CONNECTION WITH, OR ARISING OUT OF, THE FURNISHING, PERFORMANCE, OR USE OF THESE PROGRAMS.

## BRADYGAMES STAFF

**Publisher**  
David Waybright

**Editor-In-Chief**  
H. Leigh Davis

**Licensing Manager**  
Mike Degler

**Creative Director**  
Robin Lasek

**Director of Marketing**  
Steve Escalante

**Marketing Manager**  
Janet Eshenour

**Assistant Marketing Manager**  
Susie Nieman

**Team Coordinator**  
Stacey Beheler

## CREDITS

**Development Editor**  
Chris Hausermann

**Screenshot Editor**  
Michael Owen

**Book Designer**  
Tim Amrhein

**Production Designer**  
Tracy Wehmeyer

## ACKNOWLEDGMENTS

Writing a book on a game like *Monster Hunter* would have been impossible without the assistance of a great many people. The author would like to acknowledge the large contributions of the following individuals to the completion of this project: First and foremost I would like to thank Chris Hausermann, who not only had to deal with me for the first time but did a darn fantastic job under less than ideal circumstances. I would also like to thank Jeremy Blaustein at Zpang for turning around thorough translations virtually overnight. Jeremy has translated documentation and screenshots on several of my previous books, and he's proven to be an invaluable help. I would like to acknowledge the great contributions of Ryuhei Tanabe, Online Technical Coordinator at Capcom, who provided hints that allowed for the completion of over half of the quest strategies contained in this guide, and for procuring last minute documentation of unlimited value. I would also like to give many thanks to Jack Simon and Takashi Kubozono at Capcom US for their hospitality, patience and for the usage of their equipment. I would also like to thank Toshihiro Tokumaru, Taki Enomoto, and Toshi Suzuki at Capcom Japan for all the support from their end, and for approving all travel arrangements as well. I would like to extend big thanks to Leigh Davis for her generous patience with this author, and for listening and responding to many a dilemma.

Many thanks to all of the participants in the Sony *Monster Hunter* Online Beta, most notably the persons who logged in and participated with BradyGames under the following login IDs: Atomize, bekk, BloodiedWraith, cableguy11, Caozon, Dexter, Lynn\_Minmay, RanmaRanma, saltymofo, Sembazuru, ShogunsPlague, Timbo1234, TOP\_CAT, Twisted Reaper, and violent, to name a few.

Last but most importantly, I would like to thank my wife Laura. I had to cancel our summer vacation to complete this book, and I owe her a great debt of gratitude for her patience and understanding. In spite of this great disappointment, Laura contributed a great deal of time and effort to all of the armor, weapon and item tables presented in this book. Frankly, none of my work would be possible without her help, advice, support, photography skills and management. I love her dearly and would be completely lost without her.

## ABOUT THE AUTHOR

Dan Birlew is the author of over thirty official strategy guides for video games published by BradyGames, covering titles such as *Onimusha 3: Demon Siege*, *Resident Evil Outbreak*, *Resident Evil CODE: Veronica X*, *Chaos Legion*, and many other fine Capcom games. He is a graduate of the University of Texas, and lives in Southern Nevada. He aspires to one day publish fiction titles entirely of his own creation.







7 52073 00362 3